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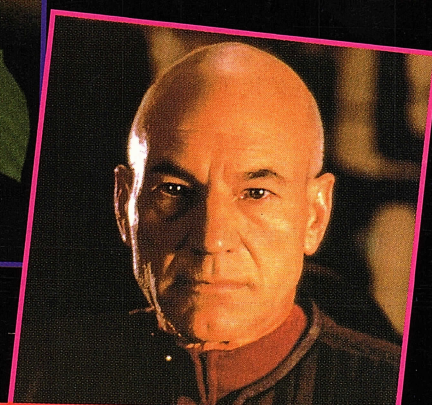
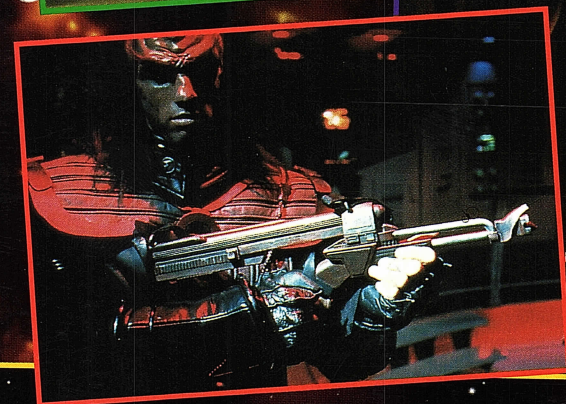


Khan's Quest for Revenge
Escaping from Ceti Alpha V

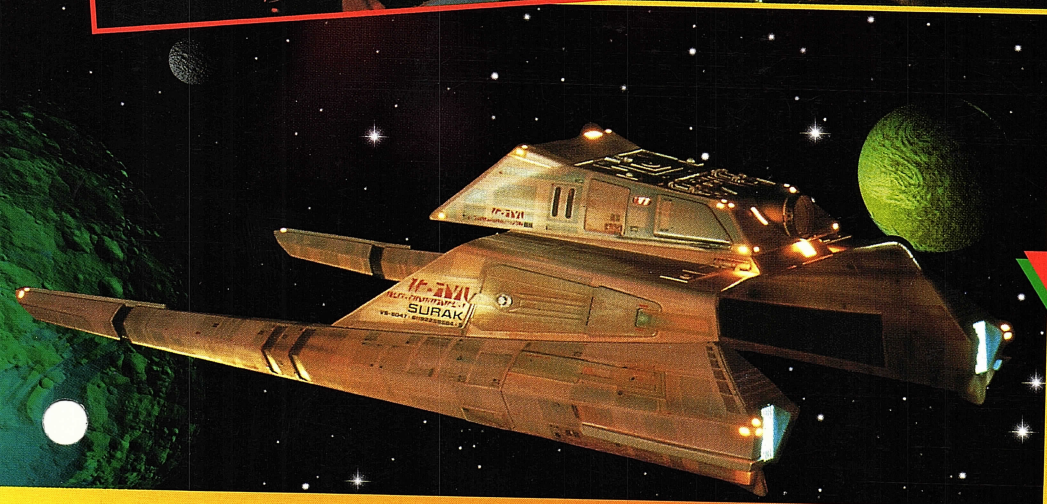
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An officer meets a tragic end

Klingon Disruptors
Deadly hand weapons

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A captain follows his conscience



VULCAN SHUTTLECRAFT: 2271
A modular transport ship for the 23rd century

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THE OFFICIAL STAR TREK® FACT FILES



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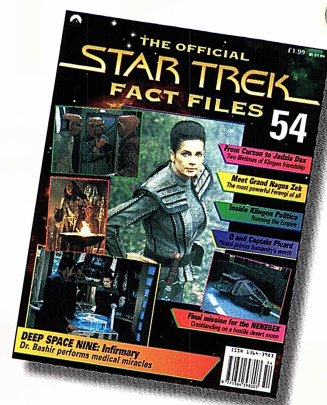
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

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CHARTING
THE GALAXY

ALPHA QUADRANT

ROCHANI III

CLASS-M PLANET

Benjamin Sisko and Curzon Dax were once trapped by a group of **Kaleans** on **Rochani III**. In 2369, **Jadzia Dax** tells her friend **Major Kira Nerys** the story of the encounter while they are aboard **Deep Space Nine**.

ROUSSEAU V

CLASS: UNKNOWN

Wesley Crusher, trying to impress a girl called **Salia**, takes her to the **holodeck** to experience a recreation of the dramatically beautiful asteroid belt from **Rousseau V**.



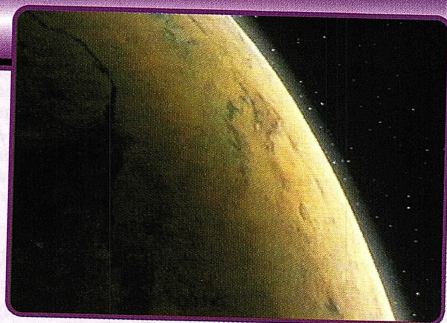
The asteroid belt from Rousseau V is one of the most beautiful places Wesley Crusher has seen during his time aboard the U.S.S. ENTERPRISE.

RONARA

CLASS-M PLANET

Located in the **Cardassian Demilitarized Zone**, this planet is home to a former **Federation** colony. Because of its proximity to both Cardassian and Federation space, **Ronara** is a perfect place to make contact with a **Maquis** cell, as **Lieutenant Ro Laren** does on an assignment in 2370.

The Maquis have agents on many worlds in the DMZ, including Ronara.

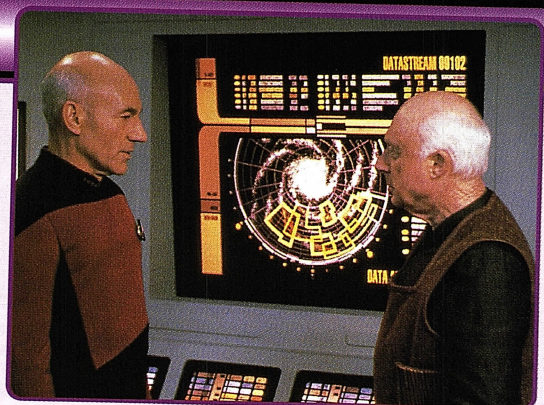


RUAH IV

CLASS-M PLANET

This planet is studied by **Professor Richard Galen** as part of his long term project on the origin of humanoid species. Galen found **Ruah IV** to contain protohumanoids among its various plant and animal life forms.

Ruah IV is one of the many planets Professor Richard Galen visits as part of his research into the origins of humanoid life in the Milky Way galaxy.



RUBICUN III

CLASS-M PLANET

Adjoining the **Strnad system**, the third planet in the **Rubicun star system** has an idyllic environment and is home to the **Edo** race. The Edos are committed to a healthy lifestyle, with an open attitude to pleasure; they are tanned and blond-haired, and wear a minimum of clothing. Contrasting with their lifestyle is a strange system of laws which features randomly shifting punishment zones; any crime committed in these zones results in death. The laws of Edo are enforced by a group called the **Mediators**, and are a holdover from a time when they were an unruly race. The Edos of today worship a transdimensional entity.

The Edos are protected by a powerful entity which they worship as a god. The entity thinks of them as its 'children'.

The Edos are a simple and friendly people with a pleasure-oriented society. They have an absolute respect for the law.





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THE GALAXY

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ALPHA QUADRANT



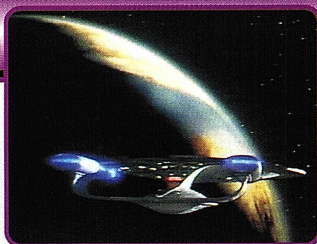
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RUTIA IV

CLASS-M PLANET

Rutia IV, home to a humanoid species, has enjoyed a long-standing and successful trade relationship with the **Federation**, although it remains neutral. Physically, the humanoid inhabitants are characterized by the males having gray streaks in their hair, while the females have mostly red hair. The Rutians are technologically advanced, and have space travel capabilities.

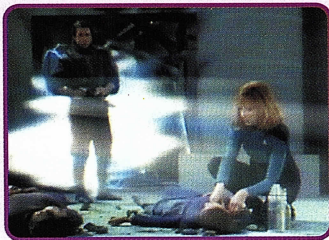
While the planet is united under one government, a breakaway group, the **Ansata** separatists, seek change. Located on the planet's western continent, the Ansata developed into a terrorist organization stopping at almost nothing to achieve their goal of independence. Bombings have become part of life on Rutia IV, due to the Ansata's sneak attacks, which are aided by an undetectable, but highly dangerous, interdimensional transporter. In 2368, this forces the Rutians to request medical aid from the Federation.



⚠ *The Federation has a good trading relationship with the neutral planet Rutia IV, but is unwilling to become involved with the planet's internal politics, which can be very violent.*



⚠ *Rutia IV is an advanced and prosperous planet that is troubled by terrorist bombings.*



⚠ *The Ansata terrorists use a dangerous form of interdimensional transporter to make their raids.*

SALTOK IV

CLASS-M PLANET

According to **Calvin Hudson**, in 2370 **Saltok IV** is the destination of **Federation** ships on a mission to deliver medical supplies, not the illegal transporting of weapons, as **Cardassian** civilians in the **Demilitarized Zone** claim.

SARGON'S PLANET

CLASS-M PLANET

An orange colored planet when viewed from space, **Sargon's planet** was home to an advanced race of humanoids, most of whom died over 500,000 years ago after a devastating war. This world is named for one of its survivors, **Sargon**, who makes contact with the



⚠ *Captain Kirk and his senior staff are summoned to Sargon's planet, where they discover three survivors whose minds are housed in protective spheres.*

U.S.S. Enterprise NCC-1701 in 2268 using the energy of his thoughts. He and other survivors of the war have been preserved in caverns 180 kilometers under the planet surface.

When **Sargon** contacts the *Enterprise* it is hundreds of light years into unexplored space. After beaming into the underground cavern, an *Enterprise* landing party finds two other survivors in spherical containers which hold their noncorporeal forms: **Thalassa**, **Sargon's** wife, and **Henoch**, his old adversary. Only the best minds were saved inside the containers, most of which have perished; **Sargon** had been given the duty of searching the heavens for a vessel from which they could borrow the bodies for a short time to build humanoid robots.

Sargon's people were so advanced that they colonized the Galaxy approximately 600,000 years ago; **Spock** even speculates that **Vulcan** may have been one of the worlds they colonized. However, destruction came to the inhabitants of the planet when they began to think of themselves as gods.

⚠ *When the U.S.S. ENTERPRISE landing party arrive on his planet, Sargon takes control of Captain Kirk's body and explains how his people were destroyed by a devastating war. Only three of them, Sargon, Thalassa and Henoch, now survive, in caverns 180 kilometers below the surface of the dead planet.*

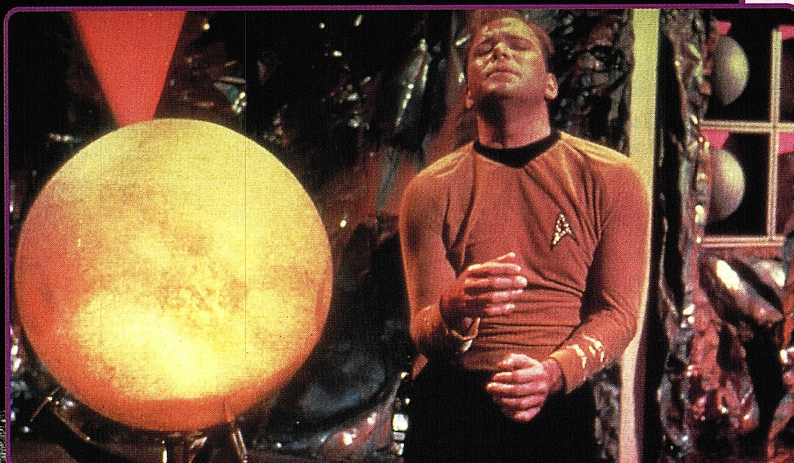
⚠ *Sargon's mind has survived for 500,000 years in a sphere. His powerful thoughts have probed the area of space around the planet, looking for evidence of humanoid life. When he finds the ENTERPRISE, Sargon sees a chance to return to 'life'.*

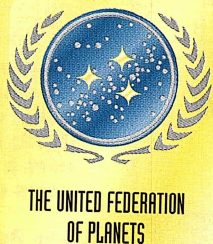


SARONA VIII

CLASS-M PLANET

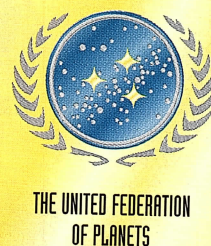
Planet used for shore leave. The **U.S.S. Enterprise NCC-1701-D** crew are diverted from their intended shore leave to **Sarona VIII** in 2364 to investigate an emergency at **Vandor IX** concerning **Dr. Paul Manheim**, a reclusive scientist involved in studying non-linear time and the relationships between time and gravity.





The Guide to the STAR TREK Galaxy

FILE 7 CARD 3B



22nd CENTURY EARTH

Earth has made contact with sentient life in the Galaxy, and the 22nd century sees further attempts to interact with it, through colonization, peace initiatives and, perhaps inevitably, war.

Following the turbulence of the 21st century, which saw Earth devastated by nuclear war, develop warp drive, and make first contact with the **Vulcans**, the 22nd century sees Earth find a new maturity and begin its expansion into the Galaxy.

On Earth itself, mankind makes rapid progress. After millennia of internal conflict, a united world government is established for the first time in 2113, and by 2150 even the nation state of Australia has realized that unity is the way forward and ends its holdout.

With unity at home, mankind begins a massive

project of expansion and begins to colonize new worlds. Warp engines have brought such planets, once impossibly distant, a little closer to Earth. From this point onward, the history of Earth becomes inextricably linked to the history of the Galaxy.

Exploring the Galaxy

This pioneer spirit begins in the Terran solar system; the first Martian Colonies are established in 2103, laying the foundations for what will one day be a thriving world. But humans do not stop with the planets orbiting their own sun.

By 2117, **Zefram Cochrane**, the inventor of

the warp drive, has made a new home on Alpha Centauri. At the age of 87, he takes a ship and heads out into uncharted space.

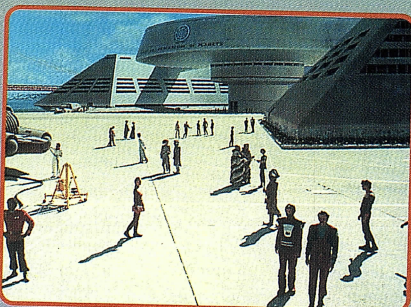
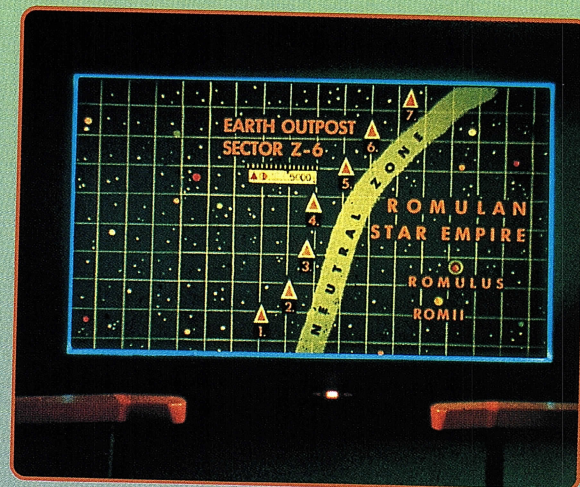
Because of the rather primitive nature of communications during this period, Earth loses contact with many of its colonial projects. But even without help from Earth, human colonists establish new

Dangerous border

In the 2150s, Earth finds itself at war with the Romulans. The conflict ends in 2160 and the Neutral Zone is established.

homes on planets such as **Bringloid V** and **Mariposa** in the **Ficus Sector**, which are settled in 2123.

Earth's expansionist policy soon brings it into



Unity
The United Federation of Planets is incorporated in 2161 in the aftermath of the Romulan Wars. Founder members include the planets Earth and Vulcan.

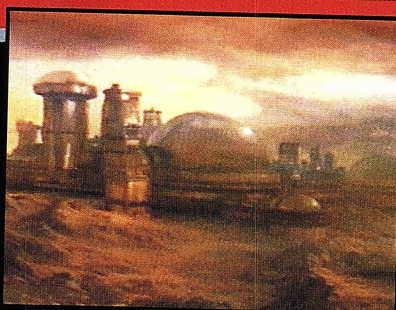
NEW WORLDS

Colonizing the Galaxy

In the 22nd century, Earth establishes many colonies throughout the Alpha Quadrant. Some, such as the **Martian Colonies**, are extremely close to home. Others, like those on **Bringloid V**, are the result of navigational errors and some, such as the **Genome Colony**, are the result of a desire to live a very particular kind of lifestyle.

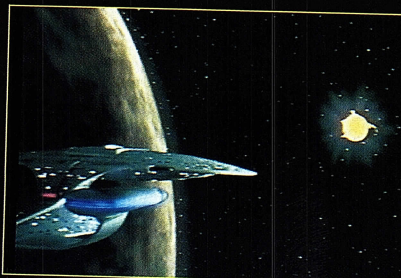


Some colonies, such as the one established on Bringloid V, are resolutely agricultural and bear little relationship to the technologically sophisticated outposts on other worlds.

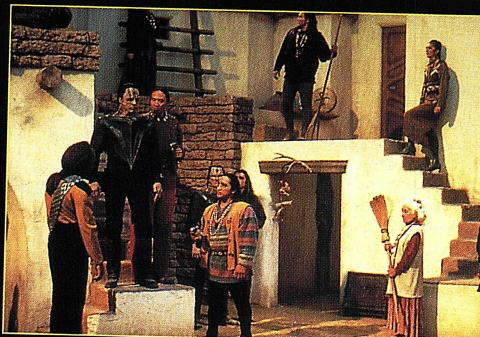


Colonists establish a genetically controlled colony in a biosphere on Moab VI.

Many of the colonies established in the 22nd century, including Bringloid V and Mariposa, find themselves in difficulty by the 24th century.



Mars is the site for one of the first major colonization projects in the Terran solar system. The once dead planet is eventually terraformed.



A group of Native Americans leave Earth to look for a new home in the stars. It takes them many years to find a world with the right spiritual qualities. However, in the 24th century their new home's location causes problems with the Cardassian Empire.

conflict with other races. The 2150s see the beginnings of the long hostilities between Earth and the **Romulan Star Empire**. The **Romulan Wars**, which are fought with nuclear weapons in ships which lack visual communication, last for four years, ending in 2160 at the **Battle of Cheron**. The Romulans suffer a humiliating defeat at the hands of the Earth forces, and the **Romulan Neutral Zone** is established as part of the peace treaty agreements. Violation of the zone by either side will henceforth be considered an act of war.



THE UNITED FEDERATION
OF PLANETS

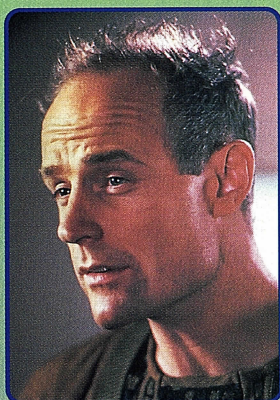
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FILE 7 CARD 3B

22nd CENTURY EARTH



THE UNITED FEDERATION
OF PLANETS

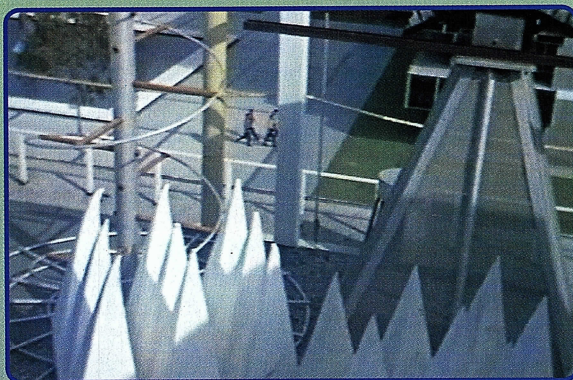
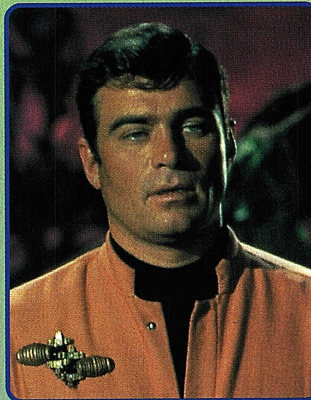


◀ Into the future

Berlinghoff Rasmussen leaves the 22nd century and travels into the 2360s in a time pod which he steals from a historian from the 26th century.

◀ Cochrane reborn

Unknown to the rest of humanity, Zefram Cochrane is rescued by an entity he calls the Companion, which regenerates his body.



This brief period of hostility is followed almost immediately by far more peaceful events; in 2161 Earth and several other planets, including Vulcan, form the **United**

◀ Staging post

As part of its effort to explore the Galaxy, the Federation establishes a freighting base on Deneva, one of the most beautiful planets in the Federation.

Federation of Planets.

The Federation is governed by a representative Council located in San Francisco, North America, with a President's office in Paris, France.

Constitutional rights

The Constitution of the Federation includes important protections of individual rights, including the seventh guarantee, but the **Prime Directive**, so important to future operations, will not come into force until later.

Starfleet is inaugurated at the same time, with its famous motto "To boldly go where no man has gone before." Almost immediately, Starfleet begins a major project of exploration. Most of Starfleet's ships belong to the **Daedalus** class, which have the distinctive design elements of later Starfleet vessels with two hulls and warp nacelles supported by fixed arms. These early vessels possess only primitive warp engines, but an advanced type of impulse engine is developed in 2168, and this changes little over the next 200 years.

Exploration and danger

In 2166, a freighting base is established on the beautiful planet of **Deneva**. But during this century space exploration is extremely dangerous, and many Starfleet vessels are lost. In 2167, the **U.S.S.**

GALAXY FACTS

▶ **Baseball great Harmon 'Buck' Bokai dies in 2132; he is well over a hundred years old.**

▶ **The Romulan Neutral Zone is only one light year across, and contains several unexplored planets. Peace negotiations are conducted by sub-space radio; the Federation does not make visual contact with the Romulans until 2266.**

Archon NCC-189 visits the planet **Beta III**, where the ship is destroyed by a computer called **Landru** which controls the entire planet. In the same year the **U.S.S. Essex NCC-173**, under the command of **Captain Bryce Shumar** is destroyed by an electromagnetic storm while it is in orbit around a **Class-M** moon of **Mab-Bu VI**.

In 2168, the **U.S.S. Horizon NCC-176** visits **Sigma Iotia II** and, because the Prime Directive is not yet in place, accidentally interferes with that planet's development. Shortly afterward the **Horizon** is also lost. The **Daedalus** class is retired in 2196 after years of effective service.

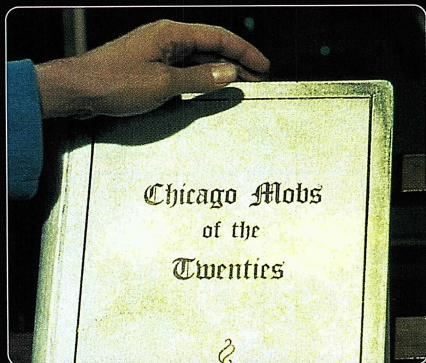
New homes

Despite the dangers, the expansion into the Galaxy offers several groups of colonists the chance to establish communities which would be impossible on Earth. In 2168, one group establishes a genetically selective colony in a biosphere on **Moab VI**. In 2170, a group of Native Americans, led by a man named **Katowa**, leave Earth. They feel that centuries of abuse have endangered their culture; determined to keep their traditional ways alive, they begin to search for a new home among the stars. They will find it decades later on **Dorvan V**.

AN UNFORTUNATE INCIDENT

Gangster planet

During the early years of interstellar exploration, Starfleet is not as careful as it might be, and on occasion this leads to cultural contamination. The Prime Directive is not in place in 2168 when the **U.S.S. Horizon** visits **Sigma Iotia II**, and the ship's crew tell the relatively primitive Iotians about the Federation. They even leave behind a book, 'Chicago Mobs of the Twenties', when they leave. Unfortunately, the Iotians are an extremely imitative people, and remodel their entire society on the culture described in the book.



▶ *The crew of the U.S.S. HORIZON have no qualms about leaving evidence of their visit on Sigma Iotia, but they could never have anticipated that the Iotians would make a book the source of an entire culture.*

▶ *The Iotians completely restructure their world so that it resembles the mob culture that dominated Chicago, a city on Earth, in the 1920s. The Iotians even construct cars and weapons like those used on Earth.*





THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9

CARD 2

TRILL INITIATES



THE
TRILLS

Once a humanoid Trill has been selected for joining with a symbiont, he or she enters the Trill Initiate Program and spends three extremely difficult years preparing for a new life as a host.

The Trill Initiate Program is a highly selective and extremely rigorous training regime for potential symbiont hosts. The Trill consider joining to be a great honor, and the competition among potential hosts to see who will be selected is intense.

The Initiate Program is overseen by the **Symbiosis Commission**; the **Symbiosis Evaluation Board** makes the final decision on host candidate selection. Competition for the highly sought after

places in the Trill Initiate Program begins at a very young age. Academic and athletic competitions, as well as numerous psychological tests to determine stability, are part and parcel of a young Trill's education. Success in these early competitions elevates certain individuals while reducing the overall number of potential hosts.

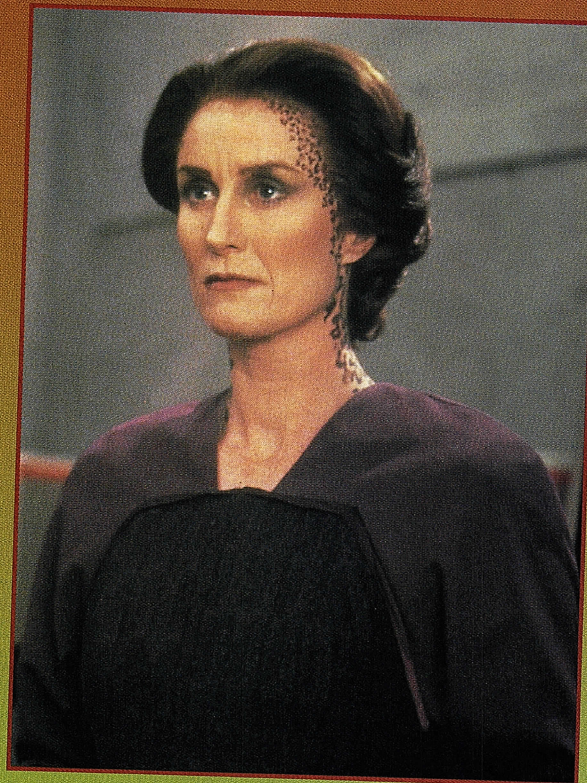
Entering the program

Potential host candidates are sponsored for the Initiate Program. Sponsorship can be given by any member of Trill

The Trill Initiate Program is supervised by the Symbiosis Commission. Members such as Dr. Renhol hold an enormous amount of power.

society and, if an applicant is lucky enough to be chosen to become a host candidate, it reflects well on the sponsor.

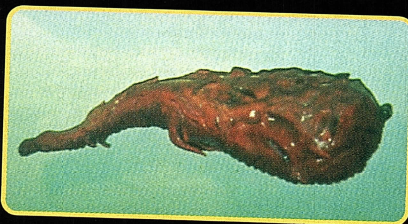
Very few individuals are actually chosen to enter the Initiate Program. The Symbiosis Selection Board must be very careful in selecting those for joining because an improper joining can cause permanent psychological



TWO BECOME ONE

Joined species

Many humanoid Trills try to earn a place on the Trill Initiate Program. However, there are far fewer Trill symbionts than hosts, and as a result competition for places is intense. Candidates are selected on a number of grounds, including academic excellence and practical skills; they are also expected to have a strong personality and a clear idea of what they intend to do after being joined. The potential hosts expect joining to give them wisdom and confidence, but at first they have little appreciation of what it is actually like to be joined or of the difficulties of coping with the many personalities that remain with the symbiont.



Symbionts such as Dax are extremely long lived, and over the years will have many hosts. A large number of humanoid Trills aspire to become hosts.



The Trill Initiate Program only accepts the best and brightest candidates. The young Jadzia is an academically brilliant Starfleet officer.

The Initiate Program prepares hosts for the moment when a symbiont is surgically implanted and their personalities merge to form a new individual.



damage to the host and be hurtful to the symbiont.

Host candidates usually reach their early to mid 20s before entering the Initiate Program. This gives the prospective host a chance to mature and develop. Candidates must be old enough to make an informed judgment as to whether or not they really want to be joined. Initiates normally have established careers of their own, for example as legislators, pilots, engineers, or even **Starfleet** officers, before joining the program.

Once they have been

accepted into the program, candidates spend three years as an initiate. Most of this time is spent at the Main Initiate Complex, where they are subjected to a wide variety of seemingly endless tests, including neural response analysis, cortical protein series, biospectral scans and various other psychological exams.

A rich life

The goal of all symbionts is to live a rich and varied existence through their various hosts. Once joined, the host and the symbiont become biologically interdependent, and after 93 hours neither can survive for any real length of time without the other. The resulting life form is considered to be an entirely different individual, although it retains memories of the lives lived during previous joinings.



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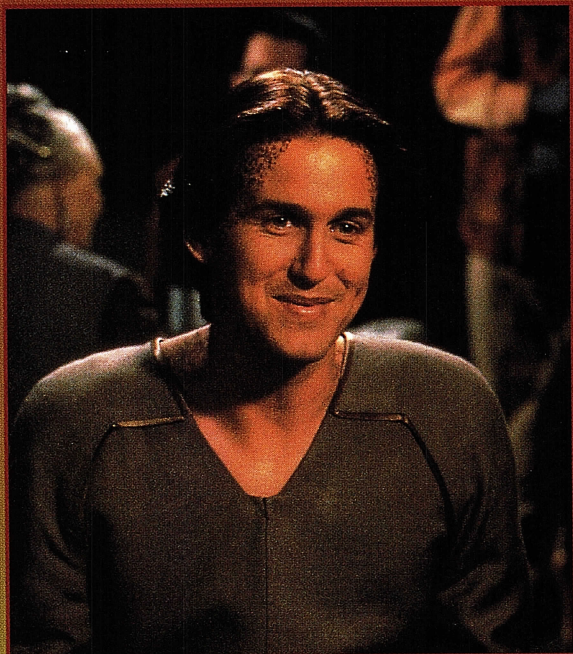


FILE 9

CARD 2

TRILL INITIATES

Trill initiates, such as Arjin, are rigorously selected and thoroughly trained; they represent the very best that Trill society has to offer, ensuring that symbionts lead a full life.



Potential hosts are trained in many practical skills, such as piloting spacecraft, to ensure that they contribute as much as possible to the joined being. Great emphasis is placed on the initiate's psychological strength – hosts must be strong enough to balance the influence of the symbiont with their own instincts and desires, otherwise the symbiont's previous personalities may well overwhelm the host's own personality.

High standard

Host candidates are carefully screened and must have an extremely strong desire to pursue a full life. Given all these complex factors, it does not take much to eliminate an initiate; the Symbiosis Administrators want only the best and the brightest.

The university-style training program comprises only one aspect of the overall Initiate Program. Each initiate is required to visit with a field docent, an already joined Trill. A field docent serves two primary functions. The first is to show an initiate what it is

like to function as a joined Trill and, secondly, by drawing upon their previous lifetimes of experience, to determine the suitability of the initiate for joining. A field docent evaluates an initiate's personal conviction and the direction of his or her life. If the docent finds the initiate's direction or independence lacking in any way, they can return an unfavorable report to the administrators of the Initiate Program.

This visit with the field docent is the deciding factor in whether or not an initiate is allowed to graduate to full host status; a bad recommendation from a field docent almost certainly means the end of an initiate's career.

Candidates can be rejected for many reasons, during Arjin's field training, Jadzia Dax warns him that even though he has an excellent academic record, she is prepared to fail him if she believes he wants to become a host in order to please others rather than because of what he wants to achieve as a joined Trill.

The Dax symbiont is famous for breaking field initiates, and has personally



Every potential host Trill is required to complete a placement under the supervision of a field docent. In 2370, Arjin is assigned to the Dax symbiont, who gives him a few surprises about what life can be like as a joined Trill.

eliminated 57 host candidates from the program over the past 200 years. Training with the notorious Curzon Dax was once the nightmare of the Trill Initiate Corps. It was Curzon Dax who initially recommended that Jadzia's initiate period be ended. But although Jadzia was dropped from the program, she went on to prove that it is possible for an applicant to successfully reapply.

Most unsuccessful initiates go on to live full lives, but some applicants who are rejected by the

Symbiosis Board are left with the feeling that their lives have been reduced to grim mediocrity and become extremely resentful. These feelings of discontent can sometimes spiral out of control, as in the case of Verad, a failed initiate who attempts to steal the Dax Symbiont from Jadzia.

Limited resource

Although the Trill population is told that approximately only one in every 1,000 Trill are suitable for joining, the actual rate of

GALAXY FACTS

Successful host candidates can actually request to be joined with specific symbionts. Jadzia asked to be joined with Dax even though Curzon Dax had failed her during field training.

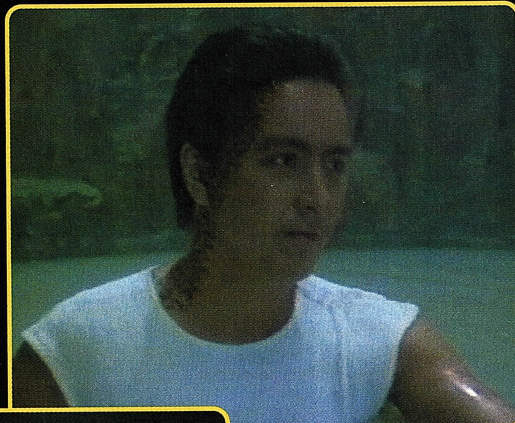
Members of other humanoid races, such as Will Riker, can act as Trill hosts, but only for limited periods during an emergency.

suitability is much higher, nearing 50 percent of the overall population. The number of hosts accepted for joining is only really limited by the number of symbionts available. Each year about 5,000 Trill are accepted into the Initiate Program, but in the average year only about 300 symbionts are available for joining. The Symbiosis Commission keeps this information secret in order to avoid chaos; they fear that if the population discovered the truth it would lead to civil unrest.

DANGEROUS JOININGS

Failed candidates

Not every Trill is suitable for joining. The Symbiosis Commission takes great pains to remove unsuitable candidates from the Initiate Program, but doesn't always succeed; in 2285, they suppress information about a failed joining. Most failed candidates lead a full life, but some become obsessed with their failure.



In 2285, the Dax symbiont is briefly joined to Joran, an unstable and violent individual who was mistakenly chosen for joining by the Symbiosis Commission.

Verad, an unsuccessful candidate for joining, finds it hard to cope with rejection and becomes obsessed with being joined, even if it means stealing a symbiont.





STARFLEET ACADEMY

SHIP HANDLING

STARSHIP NAVIGATION

Navigating a starship across vast interstellar distances requires a enormous amount of data and precise sensors which can pinpoint the vessel's position.

Federation starships navigate around the Galaxy by combining a massive database of information with sophisticated onboard sensors that can pinpoint the vessel's position accurately. Typically a **Starfleet** vessel, such as the **U.S.S. Enterprise NCC-1701-D**, can calculate its position relative to the galactic center, or another 'fixed' reference point, such as Earth, to within 10 kilometers; even at high warp speeds, the ship can determine its location to within 100 kilometers. In close maneuvering of the kind required when docking, a starship can maneuver within distances as accurate as 2.75 centimeters.

To the casual observer, starship navigation appears a simple task. Navigational operations are controlled from the conn; a commanding officer can give a destination or heading in one of five ways. The easiest method is to give a destination. As soon as this is inputted into the conn, the ship's computers consult the navigational database and automatically plot the ship's trajectory. Destinations can be planets, systems, or even orbital facilities. If an area as large as a sector is specified, the computers will generate a flight path to the center of that area.

The conn can also be given a moving destination such as another spacecraft. As long as the vessel is within sensor range, the computers can plot an intercept course. This kind of order requires the conn officer to input either a velocity or an intercept time, so that the course can be calculated relative to the position of the other craft.

Giving coordinates

Navigational instructions can be given by specifying a destination's galactic coordinates; however, this method of navigation is rarely used, as it requires personnel to either calculate or look up the relevant coordinate information.

Navigational orders are often given as a relative bearing. This consists of two figures which relate to two perpendicular planes around the vessel; the first plane is horizontal, the second is vertical. Each plane is divided into 360 degrees, with 0 degrees deemed to be straight ahead. Thus a vessel given a heading of 000 mark 0 would not change its course. On the horizontal plane, values increase to the starboard; in the vertical plane, they increase in the direction above the ship. Therefore a heading of 150 mark 0 means that the ship will turn 150 degrees to starboard, and a heading of 150

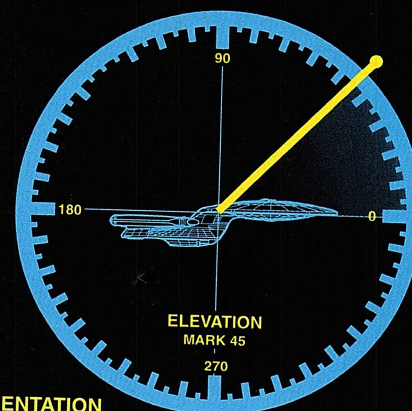
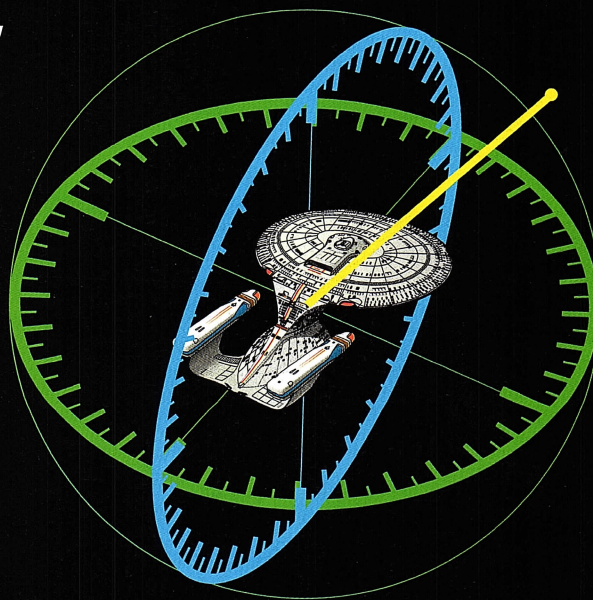


▲ The conn officer is responsible for entering the ship's course into the helm. Instructions are commonly given as bearings or headings, but can be entered in several other formats.



▲ Although the Federation has only explored a small percentage of the Galaxy, it has managed to map a much larger area in considerable detail, by using subspace telescopes and sensor probes.

Starfleet vessels often navigate by using a bearing system that uses figures which relate to two planes around the ship to specify the intended direction.



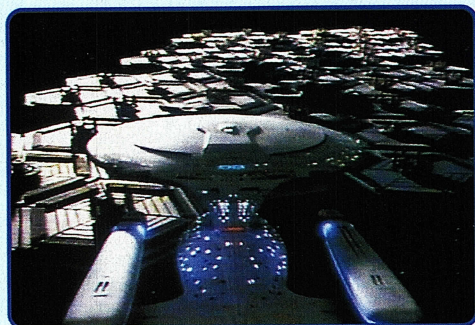
SPACECRAFT ORIENTATION

The first figure in a bearing refers to an angle along a horizontal plane around the vessel (the azimuth). The value 000 is directly in front of the ship, and values increase to the starboard.

The second figure in a bearing refers to the angle of elevation. Again the value 0 is directly in front of the ship. By combining the two figures, officers can specify any direction.



STARSHIP NAVIGATION



▲ **The Argus Array is part of a complex network of installations which gathers detailed information about the position of various stellar phenomena.**

mark 20 means that the ship will turn 150 degrees to starboard and then angle the vessel's nose up by 20 degrees.

Galactic headings

Navigational orders can also be given as a heading. Again this is given as two figures, but these figures relate to two planes around a notional line which connects the vessel with the center of the Galaxy. A heading of 000 mark 0 is directly toward the galactic center. This system is very similar to that used in navigation on a planet's surface where headings are taken from the northern pole.

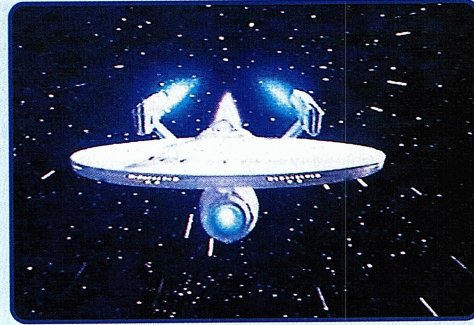
The instructions given may be simple, but calculating a course across interstellar distances is an extremely demanding task. One has to



▲ **Stellar Cartography is a vital part of every starship. It gathers up to date information which supplements the galactic condition database.**

know the position of the vessel, the speeds involved, and the position of the destination, but it is impossible to maintain an entirely accurate map of the Galaxy: all objects within the Galaxy are moving in their own direction, and many methods of observation involve a noticeable time lag. Despite these difficulties, the **Federation** has charted a significant proportion of the Galaxy and uses information gathered from **subspace** relays, Federation vessels, probes, and sensor platforms to ensure that its map, which is known as the **galactic condition database**, is as up to date as possible.

Starfleet's **Stellar Cartography** division has plotted the position of stars well beyond the reaches of manned exploration. Facilities such as the **Argus Array**, located on the edge of



▲ **Traveling at warp speed requires extremely accurate information to precisely calculate a starship's position and velocity.**

Federation space, gather data on the position and activity of systems which are light years away from explored space. This data is constantly updated and the information transmitted back to Federation outposts.

Starfleet regularly sends probes and deep space exploration vessels into 'new' regions of space. These vessels record detailed information which is transmitted back to other ships and Starfleet installations by subspace radio.

Even in known space, Stellar Cartography departments on Starfleet vessels constantly observe changes in the position and movement of stellar phenomena. When a ship is at a starbase or outpost, detailed logs are downloaded and transmitted to Starfleet, and integrated into the galactic condition database which is, in turn, distributed to all Federation vessels. Where accurate realtime information is not available, computers predict conditions with reasonable accuracy.

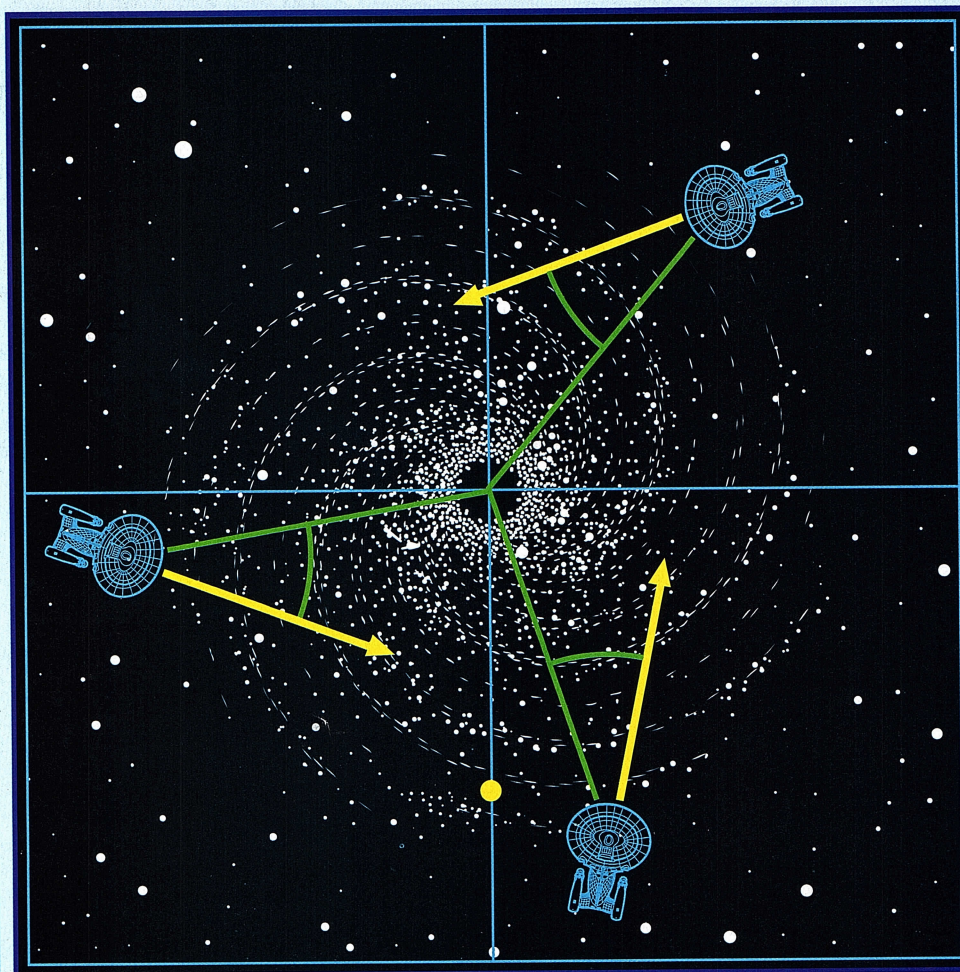
The information which the vessels regularly receive from the galactic condition database is combined with data gathered by the ship's own sensors on the position of stellar phenomena such as nebulae, pulsars and subspace phenomena to calculate the vessel's location, and the relative position of its destination.

Keeping track

Starfleet vessels are equipped with various external sensors which ensure that reliable positional data can be gathered even in difficult conditions such as magnetic storms or solar flares.

During travel, it is essential for a ship's computers to be able to calculate velocity accurately in order to plot the vessel's position and velocity. An extensive network of **Federation Timebase Beacons** allows ships to access absolute time values which are used to calculate speed. When the vessel is out of contact with the beacons, onboard timebase processors maintain records, but these are subject to some temporal distortion phenomena, and as soon as possible, the ship will synchronize them with a **timebase beacon**. Time distortion is particularly extreme at high impulse speeds, but the ship's guidance and navigation subprocessors can largely compensate for this.

When calculating a course, Starfleet vessels plot a flight plan that avoids dangerous objects along the flight path, such as stars or other solid bodies. During travel, computers constantly update their flight plans, making course corrections as new information becomes available.



▲ **Galactic headings rely on the ship knowing its relative position to the center of the Galaxy; positions are given relative to a notional line drawn between the vessel and the galactic core. In this example, all the ships have a heading of 30 mark 0.**

The Fesarius

The *Fesarius* of the First Federation is one of the largest vessels encountered by Captain Kirk. Although it appears dangerous, little about this unusual vessel is exactly as it seems.

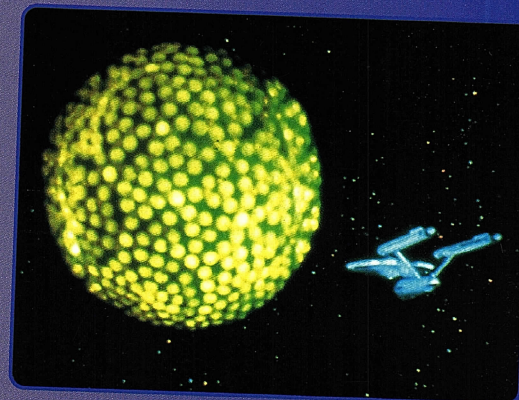
The *Fesarius* is a powerful vessel encountered by the *U.S.S. Enterprise NCC-1701* in 2266. It is commanded by **Balok** of the **First Federation**, and despite its enormous size he is the only crew member. Although the *Fesarius* is enormously powerful, it and the 'warning buoy' attached to it are actually part of a test used by Balok to examine the intentions of the various species he comes across.

The *Enterprise* is in unexplored space when it encounters a cube directly in its path. Although **Captain Kirk** does not realize it at the time, the cube is actually a warning buoy attached to the *Fesarius*. The cube is capable of moving at faster than light speeds and can match the *Enterprise's* best speed, but according to the ship's sensors it is not a vessel – there are no

life signs, and the cube appears to be completely solid. It is constructed of a metallic material and each of its sides measures 107 meters edge to edge; the entire structure has a mass of a little under 11,000 metric tonnes.

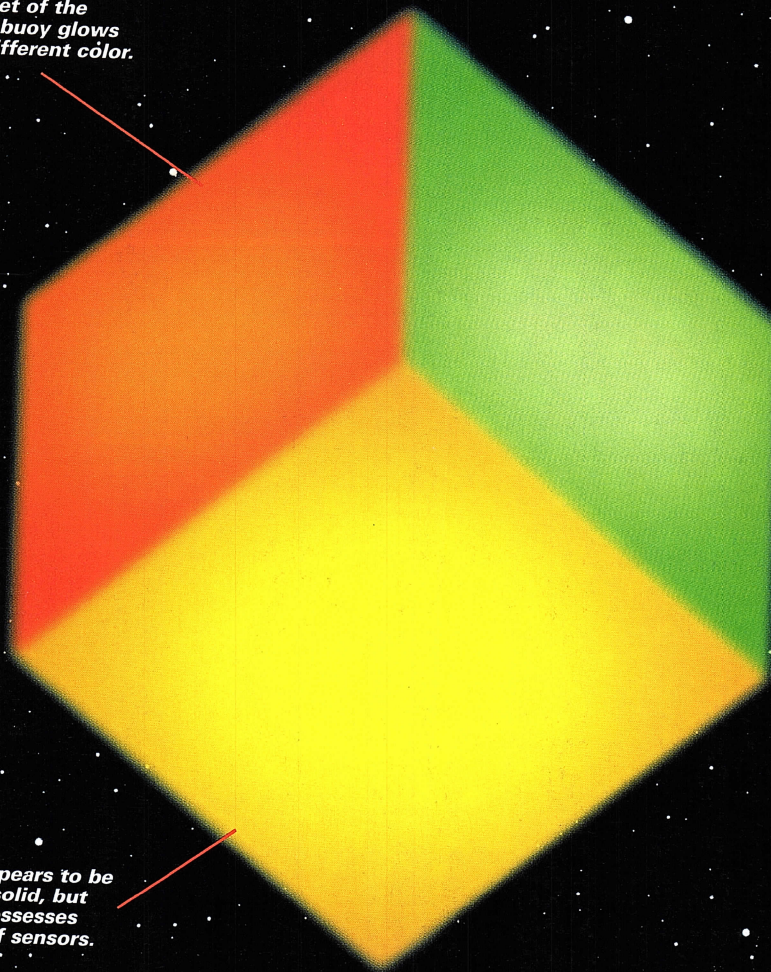
Mysterious craft

The cube has no visible means of propulsion, and the *Enterprise's* computers cannot identify any sensor systems, but the cube is able to consistently place itself in the *Enterprise's* path. When Kirk attempts to retreat, the cube pursues his ship and starts to emit dangerous radiation at the short end of the spectrum. The *Enterprise's* crew is endangered, and Kirk decides to fire on the cube. It appears not to have any defensive shields, and a single **phaser** blast destroys it.



▲ The *U.S.S. ENTERPRISE* encounters the *FESARIUS* in unexplored space in 2266. The First Federation vessel dwarfs Kirk's ship, and is far more powerful.

Each facet of the warning buoy glows with a different color.



The buoy appears to be completely solid, but obviously possesses some kind of sensors.

THE FESARIUS BUOY

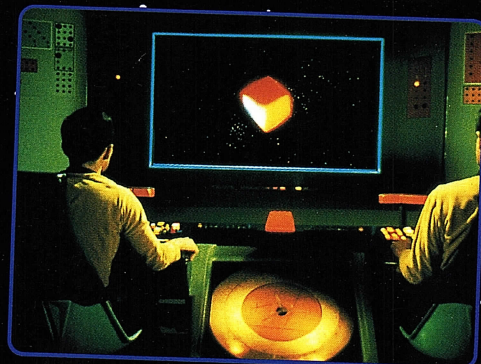
First recorded: 2266

Type: First Federation warning buoy

Crew: None

Mass: 11,000 tonnes

▼ The warning buoy consistently places itself in the *U.S.S. ENTERPRISE's* path, preventing it from advancing. When Kirk retreats, the buoy generates dangerous radiation.





The Fesarius

Shortly afterward, the *Enterprise* encounters the *Fesarius* itself. This vessel is so large that the *Enterprise's* sensors cannot gather accurate information, but **Spock** is confident that the ship is more than a mile in diameter. The *Fesarius* is constructed of a similar material to the warning buoy, and is made up of hundreds of small spheres which are linked together to form one massive globe; the entire ship glows with energy. Communications use a frequency which **Starfleet** reserves for navigational beams. The *Fesarius* can override another ship's systems and directly control many of its functions; it can generate a powerful tractor beam, and its sensors can access all the information in the *Enterprise's* databanks.

Balok appears to be an intimidating humanoid being who states his intention of destroying the *Enterprise*. In reality, his appearance closely resembles that of a human child; the image he transmits to other vessels is simply part of the test he is putting his captive crews through.

Captain Kirk manages to bluff his way out of destruction, and a smaller, pilot vessel, consisting of five spheres, disconnects itself from the *Fesarius*. The pilot vessel is still very powerful; it is capable of maintaining a tractor beam on the *Enterprise* and towing it at warp speed. It has a mass of 2,000 metric tonnes

and can also control the *Enterprise's* systems. Balok allows the crew of the *Enterprise* to believe that they have exhausted the power supply of the pilot vessel, and then issues a distress call; Kirk responds by beaming a landing party on to the First Federation vessel, where they discover Balok's true appearance.

Inside the *Fesarius*

By human standards, the main deck is cramped. Of course, Balok is less than half his human visitors' height and the vessel must appear distinctly spacious to him. The ship maintains an atmosphere that is suitable for humans, though the oxygen content is slightly higher than that found on **Starfleet** vessels. The interior of the ship is decorated with drapes which cover the entire height of the walls; the doors are square and the ceiling is arched with open panels. Balok himself sits on a low seat, supported by a group of cushions. There are no visible consoles, and when Balok wants a drink a tray automatically extends from the wall without him seeming to request it.

When the crew arrive, Balok greets his visitors warmly and explains that the pilot ship, the *Fesarius* and even the warning buoy, are all part of a complex test designed to reveal the intentions of alien species.



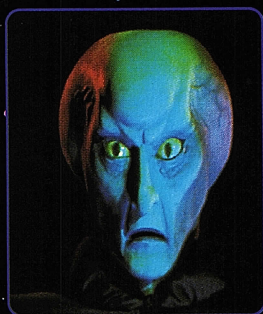
Balok shows his visitors the inside of the FESARIUS. Everything they have encountered up to this point is part of an elaborate test.



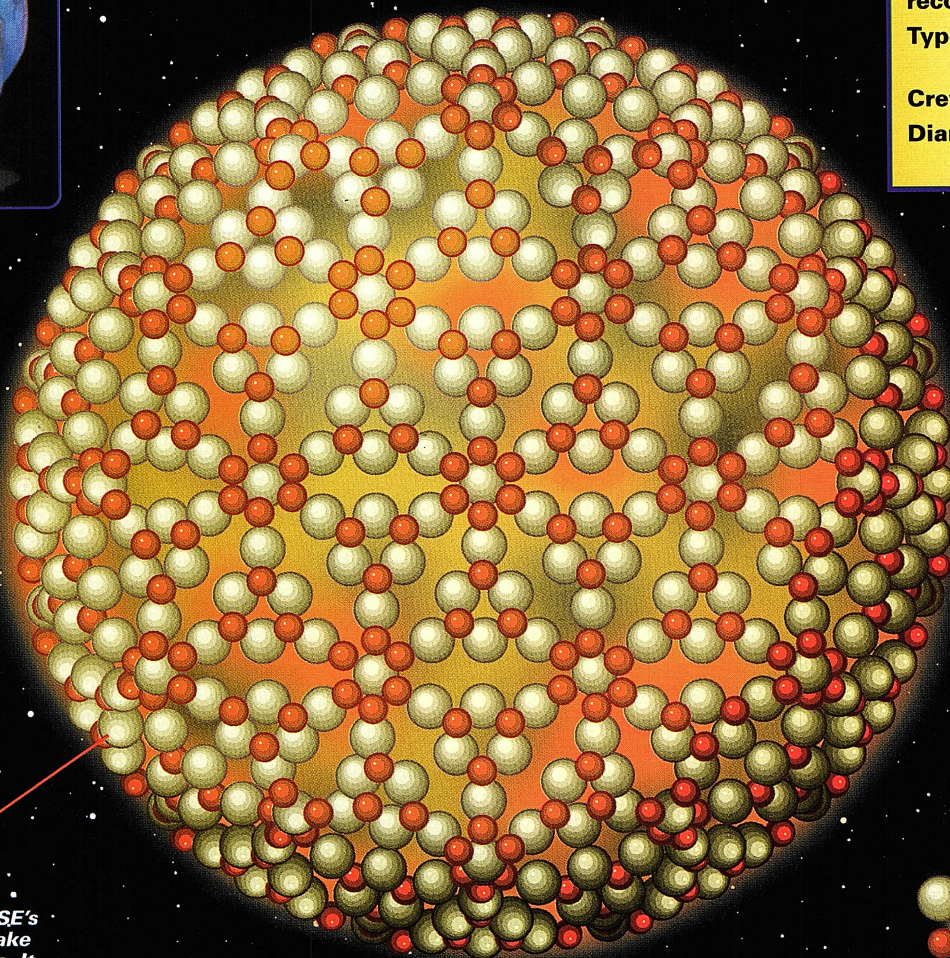
Balok, who looks like a human child, lives alone on the FESARIUS. The vast ship seems to be very comfortable, but Balok admits he is lonely.

THE FESARIUS

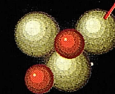
First recorded: 2266
Type: First Federation vessel
Crew: One
Diameter: More than 1.6 km



The FESARIUS is so large that the U.S.S. ENTERPRISE's sensors cannot take accurate readings. It glows with energy.



Balok leaves the main body of the FESARIUS in a small, but very powerful, pilot vessel.



FILE 43 STARFLEET PERSONNEL

Captain Picard: Acting Against Orders

Captain Picard has spent years in the front line of the Federation's mission to explore the Galaxy, and has often had to make decisions based on his own conscience and principles as much as on the orders he receives.

As a starship captain, **Jean-Luc Picard** is trusted to carry out the orders that he is given. However, **Starfleet** has always recruited and respected those who know when to follow orders and when to ignore them.

Although Picard has a reputation as a disciplinarian, he has hand-picked officers who are known to have disobeyed orders. He chooses **Will Riker** as his first officer aboard the **U.S.S. Enterprise NCC-1701-D** because Riker refused to obey **Captain Desoto** and prevented him from leading an away team; Picard also

requests that **Ro Laren** is assigned to the *Enterprise* because she disobeyed **Admiral Kennelly's** orders and revealed the reason she was on Picard's ship.

Like the officers he chooses, Picard believes that strong principles are more important than a willingness to follow instructions from above.

Strange orders

Picard's willingness to disobey orders has proved essential to the survival of the **Federation**. When Picard's friend **Captain Walker Keel** warns him about a conspiracy in **Starfleet**, Picard disobeys orders, breaks short his current mission and takes

the *Enterprise* back to Earth. There he discovers an alien parasite has taken control of several top **Starfleet** officers – and he is able to thwart the alien invasion by killing the

mother creature.

Picard has had particular difficulty with **Starfleet's** orders regarding androids. But in **Starfleet** it is possible to refuse to obey an order from a direct superior and

to insist on taking the matter to a higher authority; this is exactly what Picard does in 2365, when he challenges **Starfleet Command's** order to transfer **Data** to

COMMAND DECISIONS

NAME: Jean-Luc Picard

2364: Breaks Prime Directive to save the life of Wesley Crusher.

2364: Investigates mysterious orders from **Starfleet Command**.

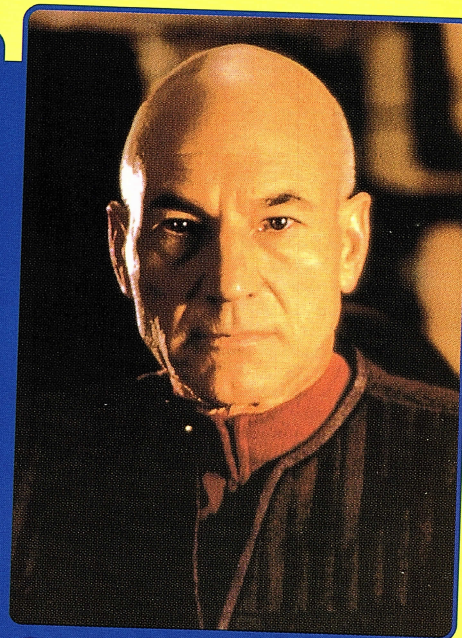
2365: Enters **Romulan Neutral Zone** without authorization.

2365: Questions **Starfleet's** order to hand Commander **Data** over to **Bruce Maddox**. The resulting hearing establishes the legal rights of androids.

2367: Investigated by **Admiral Norah Satie**.

2370: Questions orders to relocate colonists from **Dorvan V**.

2373: Engages the **Borg** against orders.



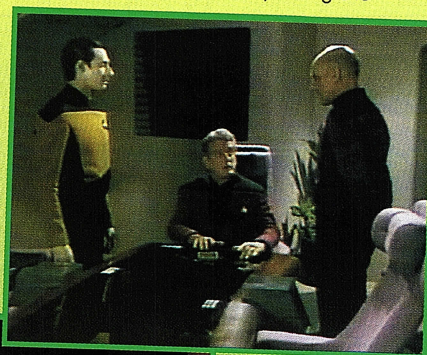
Picard believes that an officer's principles are more important than the orders he or she is given, and has consistently refused to obey commands he considers immoral.

★ Android rights

Picard has been a fierce defender of the rights of androids as sentient beings. In 2366 he refuses to hand Data's 'daughter' Lal over to Admiral Haftel.

★ Legal challenge

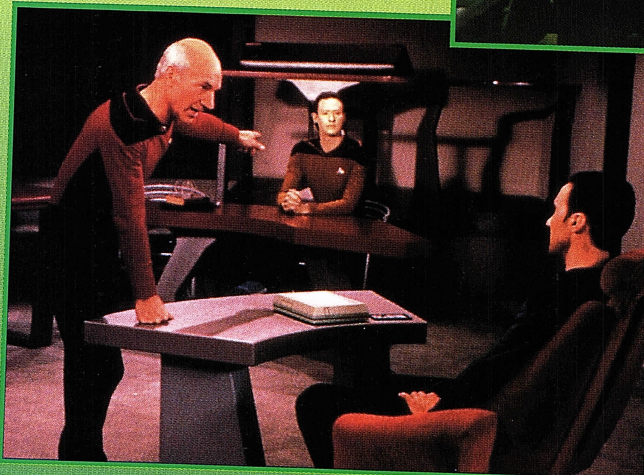
Picard refuses to accept Starfleet Command's order to hand Data over to Commander Bruce Maddox, who plans to disassemble him. Picard's challenge results in a landmark legal ruling.



★ Investigations

When Captain Picard refuses to cooperate with Admiral Satie's hearings aboard the U.S.S. ENTERPRISE, she calls him to the stand and questions his attitude to the orders he has been given by Starfleet Command.

★ Superior
Picard has felt uncomfortable about the orders given to him by Admiral Nechayev, but accepts that he has to work with his superiors regardless of his personal feelings.



Captain Picard: Acting Against Orders



★ **Conspiracy**
After Walker Keel's death in 2366, Picard becomes very suspicious about some of the orders Starfleet Command have been issuing, and returns to Earth to confront the senior officers who are responsible.

★ **A better way**
Picard refuses to simply obey his orders to evacuate Native American colonists from Dorvan V. He feels that his orders are unreasonable, and is instrumental in negotiating an alternative solution to the troubled situation.



Commander Maddox's hands against Data's wishes. This results in a landmark hearing which establishes the legal status of **Soong-type** androids. A year later, Picard ignores a direct order from **Admiral Haftel** and refuses to hand Data's android 'daughter', **Lal**, over to **Starfleet Research**.

In 2370, Picard is so unhappy with his orders to evacuate a group of Native Americans from their world, against their wishes, that he raises the issue with Starfleet Command, and manages to persuade them to negotiate a new settlement with the **Cardassians**.

Picard has also found himself in conflict with Starfleet's standing orders, including the **Prime**

Directive. In 2365, he enters the **Romulan Neutral Zone** without authorization to assist the **U.S.S. Yamato**, and remains there, in violation of the Federation/**Romulan** treaty, until he has discovered **Iconia** and destroyed the dangerous technology there.

Prime Directive

On other occasions, Picard has decided to break, or at least bend, the Prime Directive. He believes those who forged the Prime Directive never intended for it to be followed to the exact letter, but instead intended it to allow those in command to exercise an

"There are times, sir, when men of good conscience cannot blindly follow orders."
— Picard to Admiral Haftel

element of mercy in situations where it is warranted.

In 2364, the *Enterprise* visits **Rubicun III**, whose inhabitants are known as the **Edo**. When **Wesley Crusher** unintentionally breaks one of their laws, he is sentenced to death. After much soul searching, Picard decides to rescue Wesley by beaming him back to the *Enterprise* — a clear violation of his orders.

Picard's opinion has always been that the role of a good officer is not simply to follow orders without thinking, but to apply the principles behind them to every unique situation. In his first four years in command of the *Enterprise*, Picard breaks the Prime Directive nine times. But, even when, as on **Mintaka III**, Picard is forced to bend the rules, he attempts to stay within the spirit of the Prime Directive.

Misconceived commands

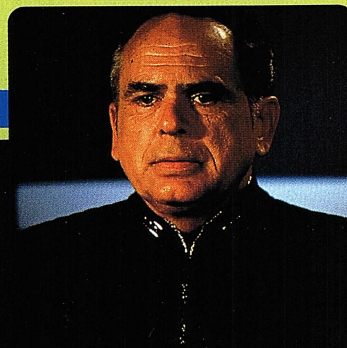
There are also occasions when Picard is unwilling to obey direct orders because he believes they are based on a faulty premise.

When **Admiral Nora Satie** holds an escalating series of hearings aboard the *Enterprise*, Picard refuses to obey her orders and cooperate with the unjustified persecution of one of his crewmen. When he learns

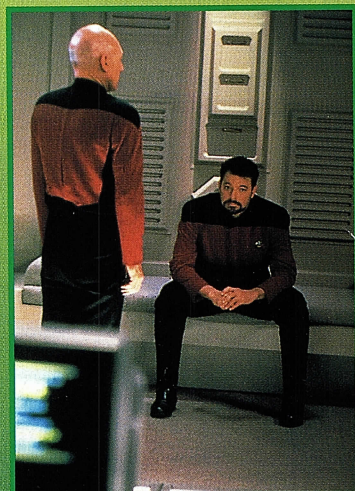
that Admiral Kennelly has been persuaded to aid the **Cardassians** in their pursuit of a group of **Bajoran** terrorists, Picard turns on his superior and exposes his duplicity.

When the **Borg** invade Terran space in 2373, Picard is given duties far from Earth because he had once been assimilated by the Borg. But when the **Borg cube** destroys the main Starfleet force, Picard disobeys his orders and joins the attack; he refuses to watch the destruction of his colleagues and his planet without raising a finger, just because he has been ordered to. The knowledge he gained when he was captured by the Borg is crucial in destroying the threat.

Captain Picard has never faced serious disciplinary action for questioning or disobeying his orders. Starfleet Command selected him for his duties because they trusted him to make difficult decisions, and Starfleet captains have always had a measure of independence. The results of Picard's decisions have always proved him to be in the right, the ultimate proof that he has been justified in acting according to his conscience.



★ **Men of principle**
Picard is disappointed when **Riker** reveals that he stood by **Captain Pressman** on the **PEGASUS** instead of following his conscience.



THE ULTIMATE ENEMY

Taking a stand

Picard is ordered not to engage the Borg because Starfleet is concerned that his experiences as **Locutus** may have made him unreliable. However, the captain disobeys his superiors and joins the fleet. Picard has made the right choice — his knowledge of the Borg is instrumental in Starfleet's victory.

Into action

Although he initially obeys his orders, Picard cannot bear to listen as the fleet is destroyed by the Borg, and he sets a course to join the battle.



★ **Out of line**
Admiral Hayes orders Captain Picard not to engage the Borg along with the rest of the fleet.



Right decision

Picard's decision to disobey orders proves pivotal. His first hand knowledge of the Borg allows him to strike at their most vulnerable point, and the *ENTERPRISE* is able to destroy the **CUBE**.

FILE 43 STARFLEET PERSONNEL

Commodore Matt Decker

Commodore Matthew Decker is an exceptional man, one of the rare breed who rise to the command of a starship. But when he loses his ship and his crew it is more than he can bear, and he is filled with a dangerous obsession.

Commodore Matthew Decker is a career **Starfleet** officer who rises to the command of the **Constitution-class** starship, the **U.S.S. Constellation NCC-1017**, which has a crew of 400. The welfare of his crew is always Decker's top priority, and he is willing to give his life for theirs. A longtime friend of Decker's, **Captain James T. Kirk**, once remarks that Decker would never abandon his ship as long as the life support was operational, even if all other systems had been destroyed.

Trusted officer

A tall, physically fit man, Decker has a commanding presence on his bridge. He is accustomed to his orders being obeyed to the letter, and without question. In return, his crew trust him with their lives – a responsibility he takes very

seriously; so much so that when all of his crew are killed in 2267, Decker is pushed to the brink of insanity.

Decker's nemesis

The *Constellation* is on a mission in the vicinity of **system L-370**, when Decker and his crew discover that several solar systems have been destroyed. Shocked at the extent of the catastrophe, Decker follows standard procedures and attempts to notify **Starfleet Command** of the situation. But he is unable to break through the heavy **subspace** interference.

Decker orders his crew to continue on to **system L-374**, where they discover, to their horror, that many of the planets are gone and the fourth planet is in the process of breaking up. This is unlike anything Decker, with all his extensive command experience under his belt,

has ever encountered.

Decker finds a gigantic '**planet killer**', a machine that is attacking the fourth planet with an antiproton beam. The record is not clear, but evidence suggests that the *Constellation's* science

officer, **Massada**, should have told Decker that the machine's hull was constructed of solid neutronium and that a conventional attack was pointless. Nevertheless, Decker engages it, and when it turns on the

Constellation, the ship is nearly destroyed. The ship has no power, and its **phasers** are useless.

With the *Constellation* badly damaged, Decker beams his crew down to the third planet, where he believes they will be safe.

PROFILE ON MATTHEW DECKER

NAME: Matthew Decker

RACE: Human male

RANK: Commodore

POSTING: Commanding officer of the *U.S.S. Constellation NCC-1017*.

FAMILY: Commodore Decker is survived by his son, Willard.

STATUS: Deceased

REMARKS: Matthew Decker dies shortly after losing his crew to a massive planet-destroying weapon.

FIRST SEEN: 'The Doomsday Machine' [TOS]



▲ **Matt Decker is an exceptional Starfleet officer, but like anyone he has his breaking point. The loss of his crew proves too much for him, and he risks everything for vengeance.**

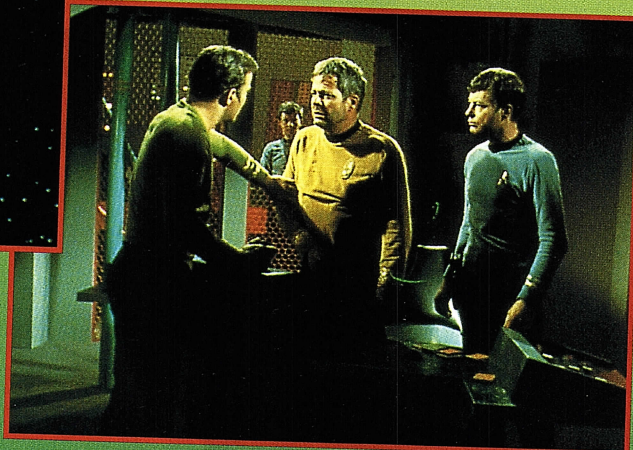
TRAGIC MISSION

▶ **The U.S.S. CONSTELLATION NCC-1017 is on a mission in system L-370 when it encounters a giant machine that is destroying planets. Decker engages the object, and the CONSTELLATION is badly damaged.**

▼ **The machine which Decker encounters is capable of massive destruction. It uses an antiproton beam to destroy planets, which it consumes for fuel. It easily defeats the CONSTELLATION.**



▼ **Matt Decker tells a rescue party that he remained on board while the rest of his crew beamed down to the third planet. After an attack knocked out the CONSTELLATION's transporters, he was forced to watch as the PLANET KILLER murdered his crew.**



OTHER CARDS IN THIS FILE...

- 3 JAMES KIRK
21 WILL DECKER

SEE OTHER FILES...

OTHER FEDERATION
STARSHIPS.....File 31
STAR TREK:
The Original Series.....File 68

Commodore Matt Decker

Decker elects to remain on his ship, believing that the captain should be the last to leave. A further attack from the *planet killer* knocks out the transporters. When the machine turns on that planet, Decker's crew beg him to save them, but he is unable to help.

Destroyed by guilt

The death of Decker's crew is the first time in his career that he has lost a command, and he is torn apart by guilt. When he talks about how his crew begged him to save them while he was helpless to do so, it is as if he can still hear their screams in his head. To someone with such a successful career, an enormous loss of life under his command is clearly devastating; when his crew dies, Decker feels responsible and is prepared to die as well. As he says, "A commander is responsible for the life of his crew – and for their deaths."

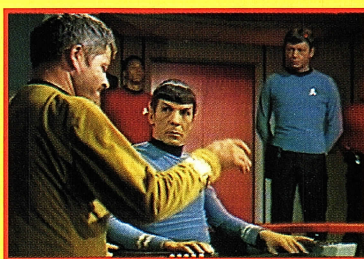
The encounter with the *planet killer* has left Decker haggard and bitter, literally on the verge of a nervous breakdown, and the experience has affected his physique as well as his psyche; he looks beaten, emotionally and physically. His handsome face is shadowed by several days' beard growth, and he has dark circles under his eyes.

Desperate acts

Decker is so desperate to destroy the machine which killed his crew that he commandeers the *U.S.S. Enterprise NCC-1701* to attack the object. When his wild attempt meets with failure, it takes the threat of arrest for him to back down from his suicide mission. But Decker can't live with his failure to destroy the *planet killer*. He steals an *Enterprise* shuttlecraft and goes after it on his own. By this point, he realizes his death is imminent and doesn't care. He probably even knows the shuttlecraft won't be able to stop such a monstrous object, but he can't go on if he doesn't do everything in his power to obliterate it.

Ironically, when Decker's shuttle explodes inside the *planet killer*, a small decrease in energy output is noted by the *Enterprise's* crew, giving Kirk the idea to explode the useless *Constellation* inside it. The ploy of using a larger explosion succeeds in stopping the machine, and it was Decker's sacrifice that made it possible. Captain Kirk records in his ship's log that

▶ **Decker is prepared to use his authority as a commodore to take control of the U.S.S. ENTERPRISE. Spock is fully aware of the regulations, and has to concede that Decker has the right to commandeer the vessel.**



▶ **Dr. McCoy believes that Decker is unfit for command, but as the commodore will not submit himself to a medical examination, regulations do not allow the doctor to relieve him of command.**



▶ **Matt Decker is an experienced Starfleet officer, but the loss of his crew has driven him to the point of insanity. He is determined to have his revenge on the PLANET KILLER, whatever the cost.**

▶ **In his thirst for revenge on the PLANET KILLER, Decker uses the ENTERPRISE to mount a pointless attack on the deadly machine, which is impervious to the ship's weapons.**



Commodore Decker died in the line of duty, and that his actions saved countless lives.

Commodore Decker is survived by a son, Willard, who is captain of the *Enterprise* during the ship's refit in 2270-2271. When the *Enterprise* intercepts the dangerous *V'Ger* entity in 2271, Will Decker physically joins with it in order to help dissuade it from destroying Earth. Decker is officially listed as missing in action. Father and son both gave their lives to save others – a legacy of which to be proud.

"They called me, they begged me for help, 400 of them ... I couldn't ... I couldn't ..."
— Matt Decker to Captain Kirk

PULLING RANK

Taking control

Decker uses his rank, and the fact that Kirk is temporarily unable to communicate with his ship while he is trapped on the damaged *U.S.S. Constellation*, to take control of the *U.S.S. Enterprise*. McCoy is convinced that Decker is on the point of a nervous breakdown, but regulations prevent him from acting without a medical examination. When communications are reestablished, Spock removes Decker on Kirk's authority.



▶ **Decker is unwilling to go to sickbay, and is determined to confront the gigantic weapon that killed his crew. He overpowers his guard and steals a shuttle.**

▶ **Decker flies the shuttle into the PLANET KILLER's mouth. He cannot bear to live after the loss of his ship and crew.**



▶ **Despite Decker's rank, Kirk orders Spock to relieve him of duty and not make any more pointless attacks on the PLANET KILLER. Decker gives way only when he is threatened with arrest.**



Klingon Disruptor: 2280s

The familiar design of the Klingon disruptor pistol has been firmly established by the 2280s, when more advanced phase disruption technology comes into use. The Klingons still favor a classic pistol design, but weapons of this period can be converted into rifles.



▲ By the 2280s, the Klingon disruptor pistol has been redesigned so that it can be converted into a rifle.

By the 2280s, the Klingons have replaced the sonic disruptors they had previously favored with more advanced phase disruptors. As before, the principles behind shipbased and handheld weapons are identical.

The disruptor pistol has been redesigned, but it retains the same overall configuration. The central cylinder has been replaced by a disk and the barrel is now formed by three thin rods which

are connected at the tip to form a single muzzle. There is no trigger guard, ensuring that the weapon can be fired quickly.

Klingons carry disruptors with them most of the time, though they are not used in shipboard battles or in matters of honor.

Adaptable weapon

This model of disruptor pistol can be converted into a rifle by attaching a stock to a raised triangular section on the top of the pistol. When it has

been converted into a rifle, the disruptor's handle is in the middle of the weapon. In this form, a strap is often attached to the disruptor, which is slung over the shoulder and cradled in the arm.

When fired, the phase disruptor produces a yellow energy bolt and makes a 'cracking' sound. When a bolt of energy strikes, the target disintegrates as it lights up with the same color as the bolt. The area of disruption spreads from the point that is struck and, within seconds,

nothing of the target is left. A disruptor blast is roughly equivalent to a phaser on the maximum 10 setting.

The Klingons still favor the crossdraw, though if a warrior is left-handed he may carry his weapon on his right hip. Typically, the holster now rests against the thigh instead of the stomach.

After this time the design of the disruptor pistol remains the same for many years and this model of disruptor is still in use in the 2370s.

HAND DISRUPTORS

1 DISRUPTOR PISTOL The design of the Klingon disruptor pistol has evolved, but retains the functional nature of its predecessors.

On the top of the pistol there is a bracket which is designed to accept a short stock.

2 CONVERSION PROCESS The disruptor pistol can be converted into a rifle by attaching a short stock to a bracket mounted on the top of the pistol.

The butt of the rifle can be rested against the shoulder or nestled against the bicep.

The disruptor produces a single beam from a point at the front of the pistol.

The pistol does not have any kind of trigger guard.

The 'barrel' of the disruptor is made up of three distinct rods.

When it is used as a rifle, the disruptor's handle is in the middle of the weapon.

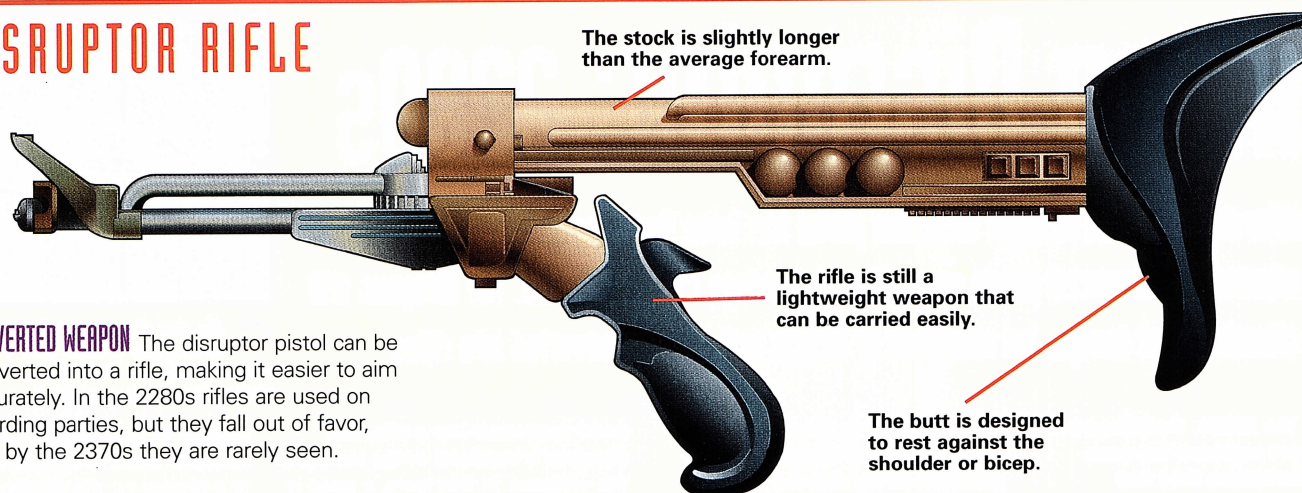
3 DISRUPTOR RIFLE The rifle can be carried by a strap which is often slung over the shoulder. The converted weapon can be cradled in the arm, with the stock resting against the bicep.

Klingon Disruptor: 2280s

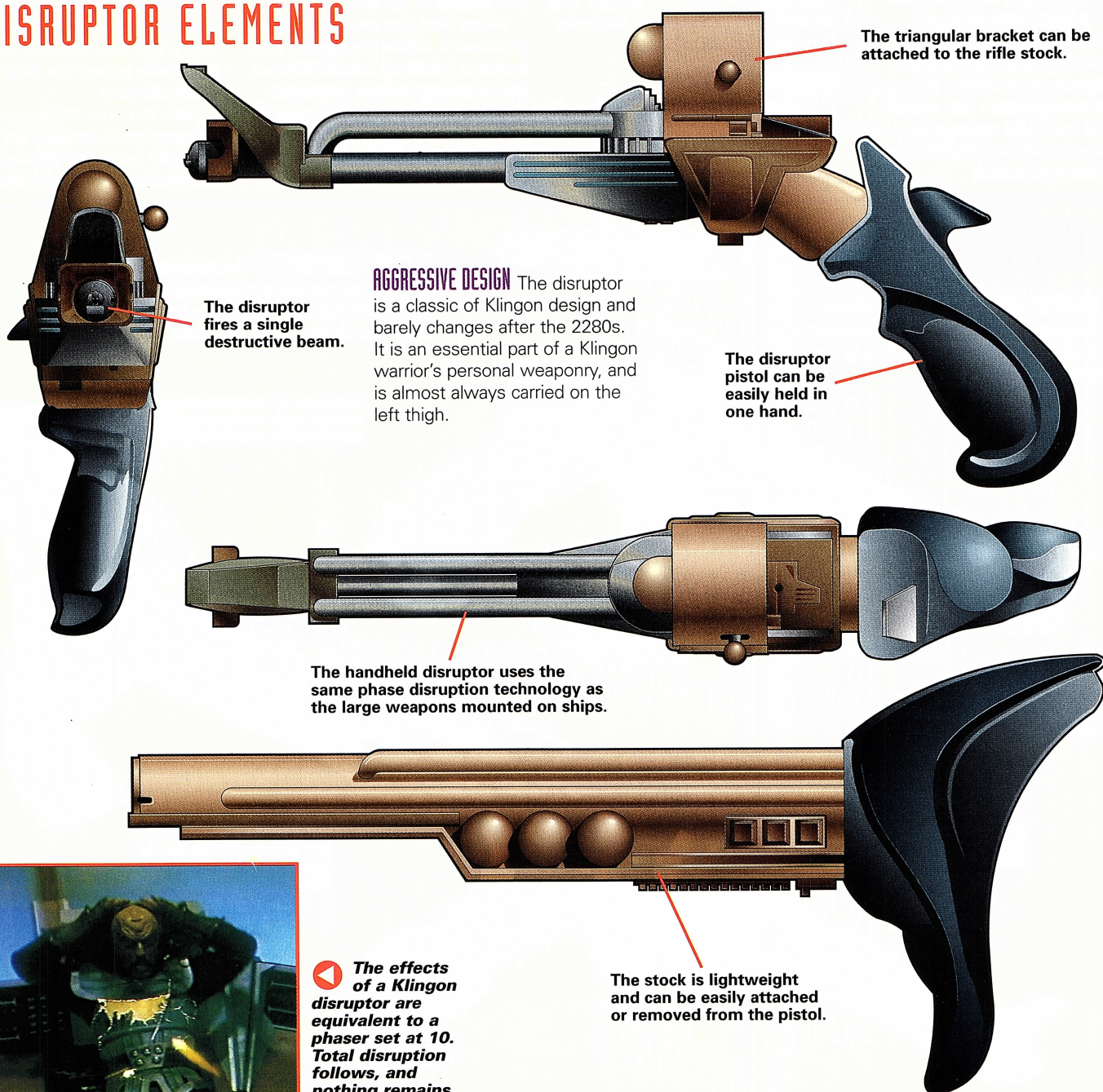
DISRUPTOR RIFLE

CONVERTED WEAPON

The disruptor pistol can be converted into a rifle, making it easier to aim accurately. In the 2280s rifles are used on boarding parties, but they fall out of favor, and by the 2370s they are rarely seen.



DISRUPTOR ELEMENTS



The effects of a Klingon disruptor are equivalent to a phaser set at 10. Total disruption follows, and nothing remains of the target.



FILE 73 STAR TREK II: THE WRATH OF KHAN

STAR TREK II: THE WRATH OF KHAN

Part 2 While Admiral Kirk prepares to take a crew of Starfleet cadets on a training cruise, the 'maniacal Khan has Chekov and Terrell at his mercy. Khan only has one objective — to exact his revenge on Kirk. It seems the Genesis Project may provide him with the means to do so.

'STAR TREK II:
THE WRATH OF KHAN'

"We're all with you, sir. But consider this. We are free. We have a ship and the means to go where we will. We have escaped permanent exile on Ceti Alpha V. You have proved your superior intellect ... and defeated the plans of Admiral Kirk. You do not need to defeat him again."

— Joachim to Khan

When neither **Terrell** nor **Chekov** will reveal what has brought them to **Ceti Alpha V**, **Khan** introduces them to the planet's only surviving indigenous life form. Using forceps, he reaches into a sand-filled tank and grasps a slimy creature with large, vicious pincers. It is a **Ceti eel**, just like the ones that killed 20 of Khan's followers, including his beloved wife, **Marla**. Khan extracts two larvae from the eel while casually explaining the effects of contact with the creatures; before the inevitable lapse into madness and death, the victim is highly susceptible to mind control and responsive to interrogation.

Chekov and Terrell recoil as Khan drops a larva in each of their helmets, then has his men put them back on his captives. The baby eels burrow into their ears, causing them to fall to their knees, screaming in pain. Gradually, they subside. "That's better," smiles Khan. "Now tell me where I may find **James Kirk**."

At that moment, Admiral James Kirk can be found in a shuttle above Earth, approaching the spacedocked **U.S.S. Enterprise NCC-1701**, accompanied by **Sulu**, **Uhura** and **McCoy**. He has always hated inspections, even now that he is conducting them himself.

Inspection duty

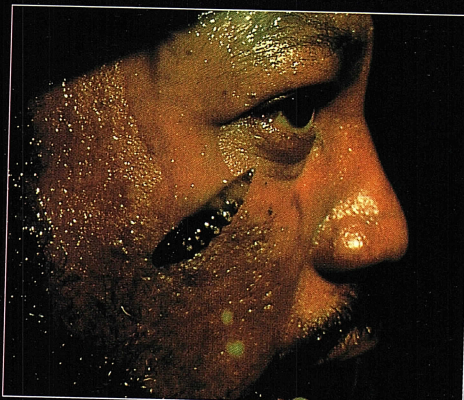
The boarding party is greeted by **Captain Spock**, **Mr. Scott**, and **Saavik**, along with the entire crew of cadets, all at attention. Kirk, doing his best to be admiral-like, engages in a brief review of the 'troops', then heads for the engine room. When Scotty assures Kirk that his cadets are capable of handling a short training cruise, Kirk quickly postpones the rest of the inspection and gives the word for departure to commence.

With Spock in the captain's chair, and Kirk observing nearby, the **Enterprise** powers up and clears its moorings. With a pointed glance at Kirk, Spock offers Lieutenant Saavik the honor of piloting the starship out of Spacedock. Although she has never performed the maneuver before, Saavik appears completely unfazed and, despite the pressure of the admiral's presence, she takes over the conn. With Sulu at the helm, she maneuvers the big ship flawlessly, and

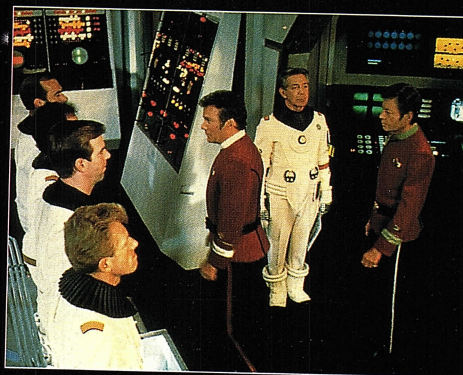
ON SCREEN...



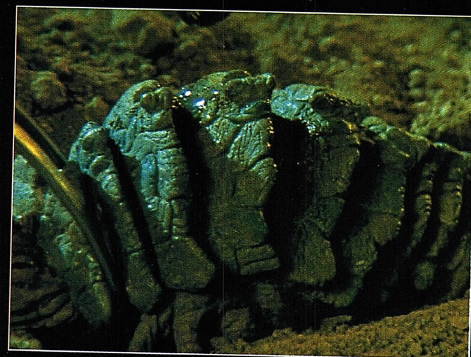
1 Khan blames Kirk for the events on Ceti Alpha V and the death of his wife. He is determined to find out why Chekov and Terrell are here, and his inhospitable home has provided him with a powerful weapon.



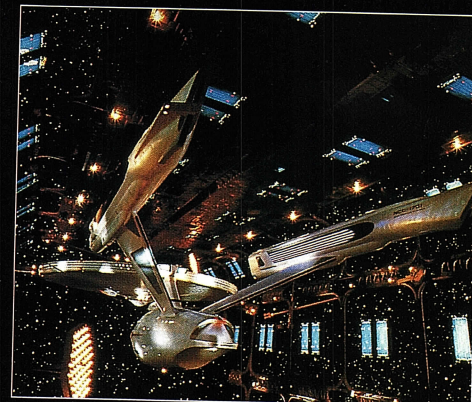
3 Khan places the larvae in the Starfleet officers' helmets before placing them on his captives' heads.



5 Kirk cuts his inspection short as soon as possible, and decides to take his old ship and its inexperienced crew out on a training cruise.



2 The Ceti eel is the only surviving native inhabitant of Ceti Alpha V; the deadly creatures have killed 20 of Khan's followers, subjecting them to an excruciating death as their young mature inside the skull.



4 Admiral Kirk is returning to the U.S.S. ENTERPRISE, which is staffed by a crew of Academy cadets.



6 Spock orders Saavik to fly the ENTERPRISE out of Spacedock manually. She has never performed the maneuver before, but executes it perfectly.



STAR TREK II: THE WRATH OF KHAN Part 2

it slips smoothly out of the dock.

Meanwhile, at the **Regula I Space Laboratory**, Dr. Carol Marcus receives a startling transmission from Chekov, back aboard the **U.S.S. Reliant NCC-1864**. With a wooden smile, he informs Dr. Marcus that **Ceti Alpha VI** has "checked out," and the *Reliant* is now heading back to *Regula I* three months ahead of schedule, with orders to take control of **Project Genesis**. Dr. Marcus's son David has long been suspicious of **Starfleet**, and is incensed that Genesis, a project they developed for peaceful purposes, looks like being taken from them and converted to military use.

Carol Marcus tells Chekov that she has no intention of turning over her life's work to anyone. Chekov informs them that the order comes directly from Admiral Kirk himself – then terminates his transmission.

On the bridge of the *Reliant*, Khan compliments the now grim Chekov on his subterfuge. Chekov responds that Dr. Marcus will certainly contact Kirk herself to confirm the order. Khan's smile reveals that this is exactly what he wants.

Admiral on deck

Unaware of the ominous events that are unfolding on the *Reliant* or on *Regula I*, Kirk is enjoying his role as VIP passenger on the *Enterprise's* training cruise when he is joined in a turbolift by Lieutenant Saavik. She is still upset at having failed to solve the **Kobayashi Maru** simulation, but Kirk points out that there is no solution; it is a test of character. Not satisfied, Saavik is curious to know how Kirk dealt with it. He tells her simply: "We learn by doing."

Before Saavik can press the issue further, the lift doors open to reveal an impatient Dr. McCoy. Saavik takes her leave, and as the lift continues, Uhura's voice comes over the comm speakers, informing the admiral that an urgent com-pic is being sent for his attention, from Dr. Carol Marcus. McCoy and Kirk share a knowing look at the name, and Bones makes an ill-advised attempt at humor with a comment about Kirk's never-ending romantic predicaments.

Carol Marcus is difficult to hear through the **subspace** interference, but it's clear that she is upset; she asks Kirk if he really gave the order to take Genesis, and pleads with him to do something. Kirk doesn't know what she's talking about, but his attempts to reassure Carol don't make it through the static. Uhura reports that the transmission is being jammed at its source, causing even more concern.

Unable to hear a word of Kirk's

reassurance, Carol still insists to the suspicious David that there must be some mistake. But, mistake or not, the *Reliant* is heading for them, to take Genesis.

Kirk goes to Spock's quarters to tell him there is a potential problem at *Regula I*; the scientists there are claiming that he has ordered the removal of the **Genesis Device**, which is not the case. The *Enterprise* is the only ship in the area that can respond, and Kirk asks if the inexperienced cadets can handle the pressure. Spock is confident they can.

But he insists that, as the senior officer, Kirk assume command. Kirk demurs, but the **Vulcan** reminds the admiral that he has no ego to bruise, and that the needs of the many outweigh the needs of the few.

On the *Reliant*, Joachim congratulates Khan on having escaped Ceti Alpha V, and assures his captain that his men are all with him. He does, however, suggest that Khan should discontinue his quest for revenge against Kirk. But Khan has other ideas, and is determined that Kirk will get what he deserves.

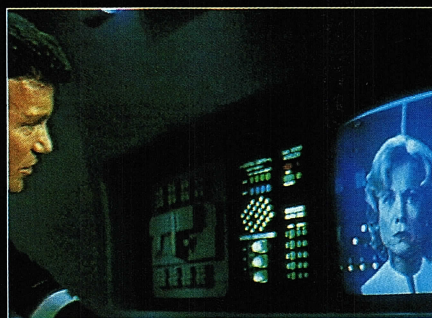
ON SCREEN...



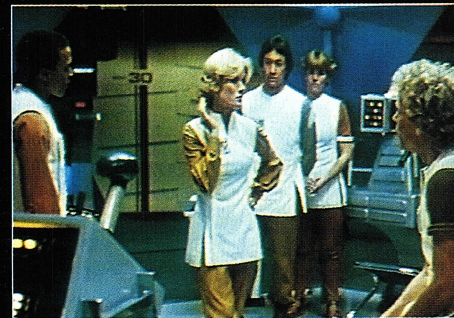
7 Carol Marcus is alarmed when Chekov tells her that the U.S.S. *RELIANT* is coming to *REGULA 1* to collect the Genesis Device for testing.



8 Everything is going according to Khan's plan. He knows that Carol will now attempt to contact Kirk, luring him into the trap Khan is preparing.



9 Carol contacts Kirk, but Khan is jamming the signal and she does not hear the admiral's reply before the signal breaks up.



10 David Marcus is convinced that Starfleet plans to take Genesis and use it as a weapon, but Carol is certain that there is some other explanation.



11 Spock believes that Kirk was wrong to retire from active duty. He belongs on the bridge of a starship, and Spock is more than ready to relinquish control to his senior officer on this mission.



12 Joachim reassures Khan that his men are all behind him, but suggests that now that they are free, with a Federation ship at their disposal, they should not waste time seeking revenge on Kirk.

STARSHIP FACTS

Before returning to the U.S.S. *Enterprise* as an Admiral, Kirk had retired from Starfleet. He sacrificed his relationship with a woman called Antonia to return to active duty.



'I, Mudd'

Harry Mudd thinks he's found paradise — a planet with a hardworking android population that wants to meet his every desire. All he needs is the crew of the *U.S.S. Enterprise* to take his place on the androids' planet so that he is free to roam the Galaxy.

CAPTAIN'S LOG
STARDATE 4513.3

"After having been taken over by an android, the *ENTERPRISE* has been underway at Warp 7 for four days. Now we are entering orbit around a planet which has never been charted."

A new member of the *U.S.S. Enterprise* NCC-1701 crew, **Mr. Norman**, goes to the auxiliary control room, knocks out the crewman on duty there and makes a course change, then goes to Engineering and overpowers all the crewmen with his bare hands. Finally, Norman makes his way to the bridge.

Norman explains that he is in total control of the *Enterprise* and has rigged the engines so that any attempt to alter course will destroy the ship. Norman assures **Captain Kirk** that "we" mean no harm; then he lifts his shirt and opens a panel to reveal that he is an android. He explains that they will arrive at their destination in four days, then folds his arms and turns himself off.

When the *Enterprise* enters orbit around an uncharted planet, Norman orders Kirk to lead a party down to the surface. Kirk's team is met by two beautiful androids, who lead them into a chamber where they are greeted by **Harry Mudd**.

Harry's paradise

Harry explains that he was brought to the planet by a slight navigational problem and a 'misunderstanding' with the **Denebians**. He found himself surrounded by 200,000 androids who wanted to cater to his every whim. The only problem is that they wouldn't let him go; they wanted to study him. When Harry ran out of things to do, he promised them another subject — a starship captain. Now the androids can study the crew of the *Enterprise*, while Harry leaves.

Harry tells the androids to take the landing party to their quarters, but before they go he shows them a shrine to his wife **Stella**, a nagging woman who drove Harry out into space. Harry has programmed a Stella android to abuse him exactly the way the real one did, but this one shuts up when Harry tells her to.

The androids tell Kirk that they were constructed by the **Makers**; when their culture was destroyed, only a few outposts survived. The androids now serve Harry Mudd, who has given them a new purpose. Harry shows Kirk and **Uhura** some of the androids he has designed and offers Uhura a 500,000 year lifetime in an android body; he then beams the entire crew down and replaces them with androids. **Spock** points

ON SCREEN...



1 Norman tells Captain Kirk that he has taken complete control of the *U.S.S. ENTERPRISE*.



2 Harry Mudd is in control of an entire planet, and has thousands of android servants, who will do his every bidding.



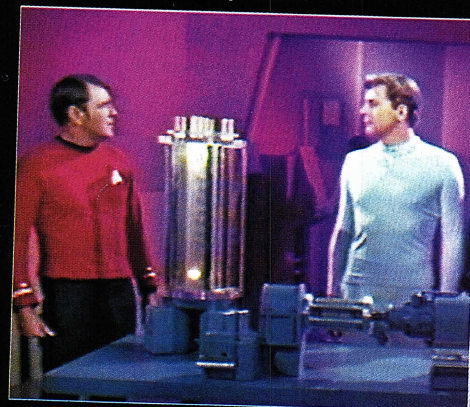
3 Kirk makes it clear to Harry that he has no intention of staying on the planet, but it seems he has little choice.



4 Harry has constructed an android replica of his wife Stella, but this Stella does whatever Harry tells it to.



5 Most of Harry's creations are more attractive than Stella; he has made hundreds of beautiful female models.



6 On the planet, the crew have all sorts of opportunities for study. The androids' technology is extremely advanced.



'I, Mudd'

out that the androids will provide the crew with anything they want, which is exactly what Kirk was worried about.

Chekov discovers that Harry has programmed the androids to do everything real women can, and **Scotty** is in awe of the machine shop. But, however much his crew are enjoying themselves, Kirk is determined to get his ship back.

The androids want to make the crew happy, but Kirk tells them they can only do that by returning them to the *Enterprise*, which he tells them is a beautiful lady. This confuses the androids, and they decide to study the situation.

Kirk goes to see Harry, who is preparing to leave, but when he tries to do so the androids refuse to help; they have always realized that Harry is flawed, but they needed him to gather more human specimens. They plan to take the *Enterprise* and leave the crew on the planet. They do not intend to allow as greedy and self-destructive a race as humanity to have free run of the Galaxy, and they intend to control their captives by providing them with everything they need, eventually making them completely dependent upon the androids.

Robot control

Kirk's crew and Harry consider their situation. Scotty points out that androids aren't capable of independent creative thought, and Spock adds that he believes their electronic minds form one gigantic brain, which is coordinated by Norman. Kirk suggests confronting Norman with completely irrational behavior in the hope that it will overload his android brain.

Kirk believes that their first move should be to fulfill the androids' expectation that they will try to escape, so **McCoy** injects Harry with a hypo, knocking him unconscious. Kirk calls an android and asks for access to the medical equipment aboard the *Enterprise*. Uhura tells the android what has really happened, and it leaves.

Next, Kirk and the senior staff round up a group of androids and the crew begin to act bizarrely while Kirk provides an illogical commentary. The androids are clearly puzzled, and seize up.

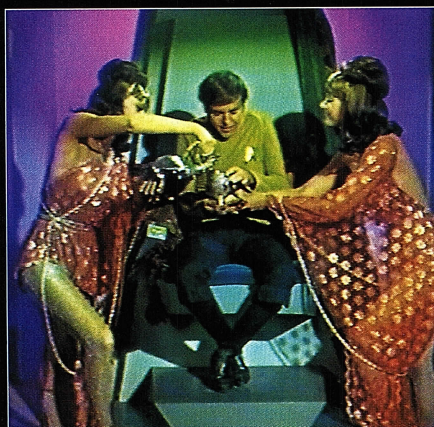
Meanwhile, Spock is with two identical androids. He tells one that he loves her, but that he hates the other, because they are identical. The two start to compute and soon seize up. Next the crew turn their attention to Norman. They tell him that by denying the human crew pain, the androids are preventing them from being happy. When Norman asks Spock for an explanation, Spock tells him that logic is a "tweeting

bird." Harry and the crew then act out a bizarre mime, which clearly confuses Norman. Finally, Kirk tells Norman that everything Harry says is a lie, and Harry tells him that he is lying. The paradox is too much for the android, and smoke begins to come out of his ears as his brain fuses.

Spock reports that all the androids are now immobile. The crew return to the ship,

but before they leave Kirk reveals a surprise he has prepared for Harry. All the androids have been reprogrammed to adapt the planet for productive use, and Harry is to stay with them to provide an example of a human failure. They've even programmed some special android incentives for Harry: 500 Stella androids. But this time they won't be quiet when Harry tells them to.

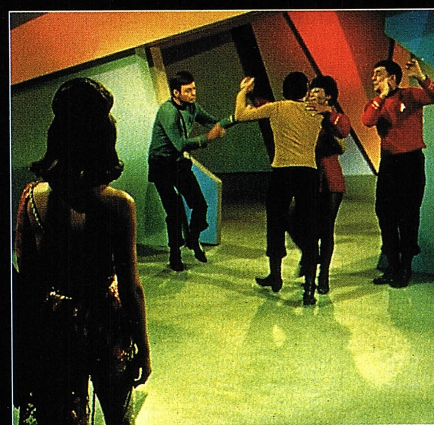
ON SCREEN...



7 Chekov is delighted to learn that the 'female' androids have been programmed to do everything real women can do.



8 The first thing the crew have to do is to pretend to mount an escape. This involves knocking Harry out with a hypo, and then being 'betrayed' by Uhura.



9 The crew put on a bizarre mime show, and Kirk offers a commentary which completely baffles the androids' mechanical brains.



10 Spock confronts Norman with some irrational statements. The rest of the landing party join him, and subject Norman to some inexplicable behavior.



11 The confusion is too much for Norman's android brain, and smoke starts to pour from his ears as his circuits seize up.



12 Kirk leaves Harry on the planet with some new companions - 500 Stella androids, who treat him exactly the way the real Stella did.

STARSHIP FACTS

A Harry has ordered the construction of thousands of 'female' robots in beautiful human forms; his favorite is the Alice series. He has not bothered to construct any male robots.



'Flashback'

To save Tuvok's life, Captain Janeway mind-melds with her Vulcan colleague. They explore his memories of his first Starfleet career more than 70 years earlier, when he served with Captain Hikaru Sulu on the *U.S.S. Excelsior NCC-2000*.

CAPTAIN'S LOG
STARDATE 50126.4

"We have detected a gaseous anomaly that contains sirillium, a highly combustible and versatile energy source. We've altered course to investigate."

The *U.S.S. Voyager NCC-74656* has found a nebula, and when **Tuvok** sees it he feels dizzy and disorientated. He heads for sickbay, but in the turbolift he hears a girl's voice calling for help. He has what seem to be memory flashes of himself as a child holding the girl by one hand, preventing her from falling into a precipice; when he cannot hold on any longer, she falls. Tuvok stumbles into sickbay.

When Tuvok recovers, he tells the **Doctor** he is certain that the 'memory' never happened. The Doctor releases him, but fits him with a neurocortical monitor, which will record his brain activity.

The next morning, Tuvok tells **Chakotay** that despite 14 hours of meditation he has not been able to find out what caused the episode. The two officers go to Engineering, where **Harry Kim** reports that there is nothing in the nebula that could explain what has happened to Tuvok. Then Tuvok puzzlingly suggests using a tachyon sweep to detect any cloaked ships – a sensible precaution "this close to **Klingon** space." He then has another attack.

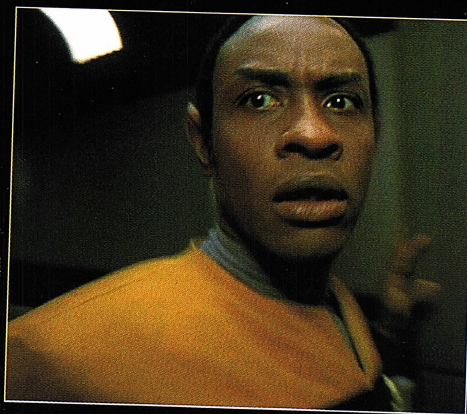
Dark memory

The Doctor reports that Tuvok is repressing a memory, which in **Vulcans** can cause brain damage. There is no treatment; the only course is for the Vulcan to initiate a mind-meld with a family member and try to bring the memory into the open.

Because **Captain Janeway** is the closest thing to family that Tuvok has aboard ship, he asks her to help him. During the meld she will help him to process the repressed memory, integrating it with the rest of his thoughts. She will be able to see everything that happens in the memory, but only Tuvok will be able to see her.

When she enters Tuvok's memories, Janeway finds herself on the bridge of the *U.S.S. Excelsior* in the middle of a battle with the Klingons. **Captain Sulu** is in charge; Tuvok is bent over the body of a fallen colleague, **Valtane**. Tuvok had not intended to bring them here; he was trying to access his memories of the childhood incident, but it seems likely that this memory is somehow involved. Tuvok takes the captain back three days to the point where this train of events began.

ON SCREEN...



1 When Tuvok sees the nebula, he starts to feel dizzy and disorientated and heads for sickbay.



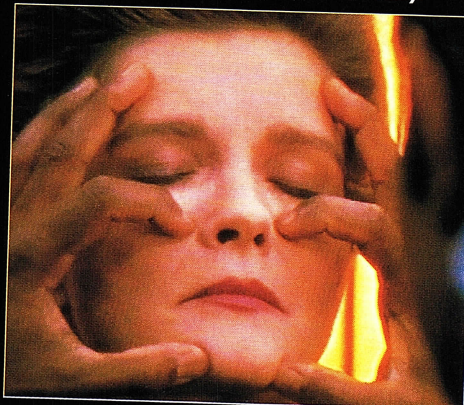
2 Tuvok experiences a 'memory flash' of himself as a child. He is holding on to another child who is in danger of falling.



3 The Doctor cannot find anything wrong with Tuvok, and as there is no obvious damage he is allowed to return to duty.



4 In Engineering, Tuvok makes a puzzling reference to cloaked Klingon vessels before he has another attack.



5 Tuvok needs Captain Janeway's help to access the suppressed memory that is endangering his life.



6 Tuvok takes Captain Janeway to his memories of his time on the *U.S.S. EXCELSIOR* under Captain Sulu.



'Flashback'

Now the two officers are in the crew quarters. **Commander Janice Rand** enters, and hands Tuvok a report. Then Tuvok goes to the bridge and takes up his station.

Tuvok tells Janeway that this was his first **Starfleet** posting; at this point he was only 29 years old. The *Excelsior* is about to record the destruction of the Klingon moon, **Praxis**. Tuvok tells her that two days later the crew learned that **Captain Kirk** and **Dr. McCoy** were accused of murdering the Klingon chancellor, and Sulu decided to embark on a rescue mission. Time shifts forward, and the *Excelsior* sets a course through the **Azure Nebula**. When Tuvok sees the nebula, he has a memory flash and the meld is broken.

The Doctor reports that the memory is extremely dangerous and will kill Tuvok unless they can find a solution soon. Janeway examines Sulu's logs, but cannot find any records of the rescue mission.

Tuvok reports that he cannot see any link between his memories of the *Excelsior* and the memory of the girl. The two friends initiate the meld again, and find themselves back in the midst of the battle with the Klingons. This time Tuvok takes Janeway to a moment shortly after they entered the nebula. Tuvok is in the crew's quarters, and Valtane is talking to him. Tuvok admits that he only joined Starfleet because he was under pressure from his parents; he finds humans deeply annoying, and has decided to resign his commission.

Finding a path

Tuvok tells Janeway that he returned to Vulcan, where he underwent **Pon Farr** and married, and subsequently raised children. His new responsibilities ultimately persuaded him to reconsider his decision to leave Starfleet, and he rejoined the organization. Then there is a Red Alert, and Tuvok's shift is called to the bridge.

The *Excelsior* has encountered a **Klingon Battle Cruiser** commanded by Kang, who insists on escorting Sulu and his ship back to **Federation** space.

Sulu asks Tuvok about the nebula, and when Tuvok tells him that the nebula contains **sirillium** he is ordered to ignite it. The Klingon ship is disabled and the *Excelsior* sets a course for **Qo'noS**, but this time Sulu's ship is intercepted by three Klingon vessels and the battle begins. During the fight, Valtane's station explodes and Tuvok rushes to his side. As Valtane dies, Tuvok's memory flash begins.

In sickbay, the Doctor sees that something is going wrong with the meld. The damage

to Tuvok's brain is increasing and, in Tuvok's mind, Sulu can see Janeway. He orders Security to escort them to the brig, but Tuvok takes them back in time and the two overpower Rand and take her uniform.

The Doctor tries to bring them out of the meld, and in the process he discovers there is a virus in Tuvok's brain which is masquerading as a memory.

In Tuvok's mind, Janeway has taken Rand's place on the bridge. The Doctor is attacking the virus, but it migrates to Janeway's brain. The Doctor hastily treats

her, and Janeway sees dozens of different children drop the little girl.

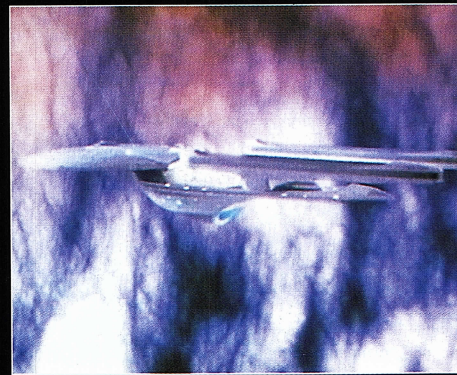
When the two officers recover, the Doctor explains that the virus fed on neural peptides and disguised itself as a memory that was so traumatic that the brain would repress it, concealing it from the rest of the brain. The virus was able to leave the mind of each host before it died.

As Tuvok and Janeway leave sickbay, Tuvok tells her that he is pleased that he was part of history at the same time as Sulu, Kirk, and **Spock**.

ON SCREEN...



7 At this point in his career, Tuvok was an inexperienced ensign. The *U.S.S. EXCELSIOR* was his first posting after he graduated from the Academy.



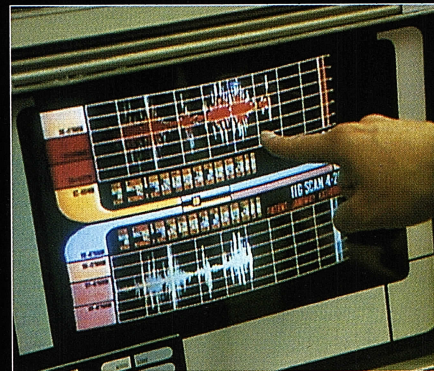
8 On the *EXCELSIOR*, Janeway and Tuvok relive the days following the destruction of Praxis and leading up to the Khitomer conference.



9 As Tuvok's brain damage increases, the meld begins to break down and Tuvok's 'imaginary' Sulu is able to see Captain Janeway.



10 The vital moment occurs when Tuvok's colleague, Valtane, dies as his station explodes. A virus that had been living in his brain transfers itself to Tuvok.



11 The Doctor sees the virus that has been disguising itself as a repressed memory. Now that he understands the problem, he can begin the treatment.



12 The virus attempts to migrate to Captain Janeway, but the Doctor eliminates it before it can lodge itself in her subconscious mind.

STARSHIP FACTS

When he serves on the *U.S.S. Excelsior*, Tuvok is a raw cadet. When he returns to Starfleet, 50 years later, he serves on the *U.S.S. Wyoming* before being posted to *Voyager*.

D continued

dermal imprint

A form of secure identification, equivalent to a fingerprint. **Brunt** required a dermal imprint from **Quark** when **Quark** was charged with violating **Ferengi** trade by-laws in 2371. (*Starship Log: 'Family Business'* [DS9]) **SEE FILE 70**

dermal osmotic sealant

A protectant for humanoid skin. The **EMH Doctor** of the **U.S.S. Voyager NCC-74656** created a batch of this substance to protect crew members from **trigemmic vapors** in the atmosphere of the planet nicknamed 'Hell'. (*Starship Log: 'Parturition'* [VOY]) **SEE FILE 71**

dermal regenerator

Standard-issue medical device utilized in the repair of skin tissues. In 2372, **Major Kira** gave one to **Gul Dukat** for his injured backside, leading to a moment of friendly humor between them. (*Starship Log: 'Indiscretion'* [DS9]; *'Investigations'* [VOY]) **SEE FILES 65, 70, 71**

dermal residue

Secretion that remains on an object after it has been handled or touched by bare skin. Forensic analysis of dermal residue can be used as an identification technique. (*Starship Log: 'The Homecoming'* [DS9]) **SEE FILE 70**

dermaline gel

A medicinal salve used in the treatment of epidermal injuries, such as a severe burn. (*Starship Log: 'Deadlock'* [VOY]) **SEE FILE 71**

dermatiraelian plasticine

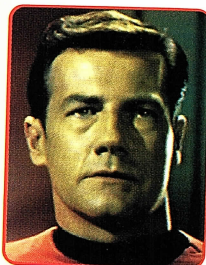
Post-operative medicament taken by **Cardassian** clerk **Aamin Marritza**. The drug helped him continue his masquerade as **Commandant Gul Darhe'el** by preserving his surgically reconstructed face. (*Starship Log: 'Duet'* [DS9]) **SEE FILES 50, 70**

Dern, Ensign (1)

Starfleet systems engineer assigned to the **U.S.S. Enterprise NCC-1701-D**. Lt. **Barclay** wanted **Dern** to go in his place on an away team to the **U.S.S. Yosemite** in 2369. (*Starship Log: 'Realm of Fear'* [TNG]) **SEE FILES 25, 69**

Dern, Ensign (2)

Starfleet flight controller on the **U.S.S. Enterprise NCC-1701-D**. In 2370, **Dern** was killed by a fellow crew member affected by the genetically regressive **protomorphosis syndrome** that mutated from Lt. **Barclay**. (*Starship Log: 'Genesis'* [TNG]) **SEE FILES 25, 69**



DeSalle, Lieutenant

Navigator and Assistant Chief Engineer assigned to the **U.S.S. Enterprise NCC-1701** during 2267. (*Starship Log: 'The Squire of Gothos'* [TOS]) **SEE FILES 20, 68**

▲ Lt. DeSalle served aboard the **U.S.S. ENTERPRISE**.



▲ The Doctor provided **Neelix** and **Tom Paris** with a dermal osmotic sealant to protect them from trigemmic vapors on 'Planet Hell'.

desealing rod

A penknife-like gadget used for opening a pulsatell lockseal. **Nog** made one which **Rom** used to break into the ship's store on **Deep Space Nine** in 10 seconds, much to **Quark's** alarm. (*Starship Log: 'Necessary Evil'* [DS9]) **SEE FILE 70**

desegranine

An injectible drug, developed by the **Cardassians**, used to counteract the effects of memory decay. (*Starship Log: 'Second Skin'* [DS9]) **SEE FILE 70**

DeSeve, Ensign Stefan

Starfleet officer who gave his allegiance to the **Romulan Empire** in 2349. Subsequently disillusioned by that society's rigid ethics, **DeSeve** surrendered to the **Federation** in 2369 to aid the defection of a Romulan official. (*Starship Log: 'Face of the Enemy'* [TNG]) **SEE FILES 12, 69**

designated hitter rule

League-optional rule in the Earth sport of baseball, first used in 1973, permitting a team to select a surrogate batter for their pitcher. **Benjamin Sisko** opposed the use of designated hitters. (*Starship Log: 'Family Business'* [DS9]) **SEE FILE 70**

DeSoto, Captain Robert

Commander of the **U.S.S. Hood NCC-42296**. Lieutenant Commander **William Riker** served as **DeSoto's** first officer in the early 2360s, before joining **Captain Jean-Luc Picard's** staff on the **U.S.S. Enterprise NCC-1701-D**. **DeSoto's** ship was posted to a similar area to the **Enterprise** and the two vessels occasionally acted together on joint operations. (*Starship Log: 'Encounter at Farpoint'* [TNG]) **SEE FILES 19, 31, 69**

Dessica II

Captain Picard was believed to have been killed on this planet in 2370. It was later learned that, while posing as a smuggler, he was seized by **Arctus Baran's** archeological mercenaries. (*Starship Log: 'Gambit', Part I* [TNG]) **SEE FILES 3, 69**

Dessican bartender

Owner of the tavern where **Picard** was abducted by smugglers in 2370. He was loath to provide any information about the incident to **Riker's** investigative team. (*Starship Log: 'Gambit', Part I* [TNG]) **SEE FILE 69**

dermal imprint
dermal osmotic sealant
dermal regenerator
dermal residue
dermaline gel
dermatiraelian plasticine
Dern, Ensign (1)
Dern, Ensign (2)
DeSalle, Lieutenant
desealing rod
desegranine
DeSeve, Ensign Stefan
designated hitter rule
DeSoto, Captain Robert
Dessica II
Dessican bartender
destruct sequence
Detapa Council
Detrian System
detronal scanner
deuranium
deuridium
deuterium
deuterium control conduit
deuterium refinery
Devala Lake
Devaluation of Capital Income
Devidia II
Devidian nurse
Devidians
Devil, The
devilish throk
Devolin system
Devonian Era



▲ Robert DeSoto is captain of the **U.S.S. HOOD**. He made **Will Riker** his first officer, and wrote a glowing recommendation when **Riker** transferred to the **U.S.S. ENTERPRISE**.



▲ This bartender runs an extremely dangerous establishment on **Dessica II**.



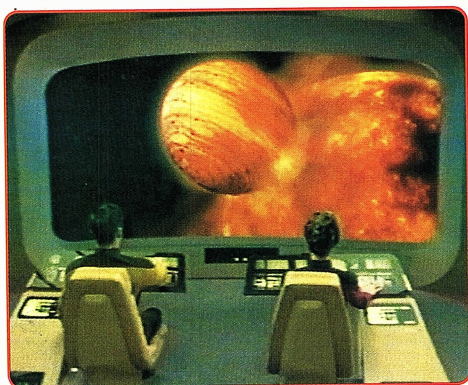
◀ **The U.S.S. ENTERPRISE NCC-1701 was destroyed in 2285 when Captain Kirk initiated the destruct sequence. The sequence had a 60 second countdown, which gave Kirk and his crew just enough time to leave the ship.**

destruct sequence

Automated computer systems program used to intentionally destroy a **Starfleet** ship or facility. Requiring the authorization of three officers, it was designed to prevent an enemy from utilizing **Federation** technology. (*Starship Log*: 'Let That Be Your Last Battlefield' [TOS]; 11001001 [TNG]; Dreadnought [VOY]; *Star Trek III: The Search for Spock*) **SEE FILES 20, 21, 25, 26, 68, 69, 71, 74**

Detapa Council

The titular legislative authority of the **Cardassian** government, with nominal control of all governmental agencies and entities. It was established in 1871. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILES 13, 70**



Detrian System

Location of a new star, formed in 2369 when two gas-giant planets in the system collided. The crew of the **U.S.S. Enterprise NCC-1701-D** witnessed the momentous event. (*Starship Log*: 'Ship in a Bottle' [TNG]) **SEE FILES 69**

▶ **The U.S.S. ENTERPRISE NCC-1701-D was sent to monitor the formation of a new star in the Detrian System.**

detronal scanner

A diagnostic device that is able to decipher the DNA information found in most bodily cellular matter. (*Starship Log*: 'Ethics' [TNG]) **SEE FILES 69**

deuranium

A metal alloy. Deuranium was too brittle to be used in reinforcing the nacelles on the shuttle in which **Tom Paris** broke warp 10. (*Starship Log*: 'Threshold' [VOY]) **SEE FILES 69, 70, 71**

deuridium

A precious substance that the **Kobalad** humanoids use to prolong their lives. Demand for deuridium is so high that it is often acquired through the black market or other illegal methods. (*Starship Log*: 'The Passenger' [DS9]) **SEE FILE 70**

deuterium

This essential fuel ingredient in both impulse and warp engines consists of a hydrogen isotope with one neutron and one proton in its nucleus, having an atomic weight of 2.014. (*Starship Log*: 'Relics' [TNG]; 'For The Uniform' [DS9]) **SEE FILES 25, 26, 28, 29, 69, 70, 71**

deuterium control conduit

A fundamental component in warp core matter/antimatter reaction assemblies. The conduit regulates the flow of supercooled deuterium from storage tanks into the reactant injector. (*Starship Log*: 'The Dauphin' [TNG]) **SEE FILES 25, 69**

deuterium refinery

In 2371, **Chief O'Brien's** attempt to convert **Deep Space Nine's** ore processing unit into a deuterium refinery triggered the automated civil defense program installed in the station by the **Cardassians**. (*Starship Log*: 'Civil Defense' [DS9]) **SEE FILE 70**

Devala Lake

A body of water where **Data** went sailing with **Geordi**. While trying to swim, Data sank to the lake bottom, requiring him to walk for over a kilometer to resurface at the shoreline. (*Starship Log*: 'Descent', Part I' [TNG]) **SEE FILE 69**

Devaluation of Capital Income

A spreadsheet file that **Quark** referred to while attempting to show the **Klingon High Council** that **D'Ghor** manipulated the finances of the **House of Kozak** in a takeover bid. (*Starship Log*: 'The House of Quark' [DS9]) **SEE FILES 11, 14, 51, 70**

Devidia II

Planet in the **Marrab** sector. This **Class-M** body is home to the **Devidians**, as well as the **LB10445 microbe**. (*Starship Log*: 'Time's Arrow', Part I [TNG]) **SEE FILES 3, 18, 69**

Devidian nurse

Devidian shapeshifter who took the form of a 19th-century human as part of her species' neural energy assault on dying San Franciscans. (*Starship Log*: 'Time's Arrow', Part II [TNG]) **SEE FILES 18, 69**

Devidians

Humanoid residents of an asynchronous temporal plane on **Devidia II** who distilled the neural energy of decaying life forms. **U.S.S. Enterprise** crew foiled their attack on 19th-century Earth dwellers. (*Starship Log*: 'Time's Arrow', Parts I & II [TNG]) **SEE FILES 18, 69**



▶ **The Devidians exist slightly out of temporal phase with human beings.**

Devil, The

An Earth name for the evil tempter of many religious cultures, considered the primary antagonist to the power of universal good. A con artist posed as the **Ventaxian Devil Ardra** in 2367. (*Starship Log*: 'Devil's Due' [TNG]) **SEE FILES 18, 69**

deviled throk

A delicacy that **Neelix** prepared for a buffet meal aboard the **U.S.S. Voyager** in 2372. (*Starship Log*: 'Persistence of Vision' [VOY]) **SEE FILE 71**

Devolin system

Star system in nonaligned **sector 1607**. In 2370, under orders from **Admiral Pressman**, the **U.S.S. Enterprise** found the remains of the **U.S.S. Pegasus**, and an illegal cloaking device, inside a Devolin asteroid. (*Starship Log*: 'The Pegasus' [TNG]) **SEE FILES 31, 59, 69**

Devonian Era

A geological time period of planet Earth, some 400 million years ago. The amphibian **Eryops**, a common ancestor of *homo sapiens* and the **Voth**, lived during this era. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILES 18, 71**



▶ **The Voth discovered that they shared an ancestor with human beings. This common progenitor, Eryops, lived in the Devonian era, 400 million years ago.**